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ABSTRACT

The official rules, regulations for competition, and officiating techniques for womens volleyball are covered in this guidebook. (JD)

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National Association for Girls & Women in Sport

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Volleyball

JUNE 1978 – JUNE 1979

Official Rules and Interpretations

Regulations for Competition

Officiating

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NAGWS guide

Volleyball

JUNE 1978 – JUNE 1979

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NATIONAL ASSOCIATION FOR GIRLS
& WOMEN IN SPORT

American Alliance for Health,
Physical Education, and Recreation

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FOREWORD

CAROLE A. OGLESBY
NAGWS President

On behalf of the National Association for Girls and Women in Sport, it is a pleasure to communicate (even if indirectly) with *you*, the people who utilize NAGWS *Guides*. We are proud of our *Guide* publications. Now, and through the long GWS "herstory," the *Guides* have been the products of individuals with sport expertise and a deep dedication to the good of those who play. This is the timeless promise of these little books.

We are very proud of you, too. Your efforts have kept girls and women's sport programs alive through the lean years and are now providing the energy and direction for the fastest growth of sport programs ever. Your continued use of the *Guides* provides support to the entire range of activities in which NAGWS is involved on behalf of you and girls and women everywhere.

With commitment to those who play: in *that* we never change.

NATIONAL ASSOCIATION FOR GIRLS AND WOMEN IN SPORT

The National Association for Girls and Women in Sport is a nonprofit, educational organization designed to serve the needs of participants, teachers, coaches, leaders and administrators in sports programs for girls and women. It is one of seven associations of the American Alliance for Health, Physical Education, and Recreation.

Purpose

The purpose of the National Association for Girls and Women in Sport is to foster the development of sports programs for the enrichment of the life of the participant.

Beliefs

The National Association for Girls and Women in Sport believes that:

Sports are an integral part of the culture in which we live.

Sports programs are a part of the total educational experience of the participant when conducted in educational institutions.

Opportunities for instruction and participation in sports appropriate to her skill level should be included in the experience of every girl.

Sports skills and sports participation are valuable social and recreational tools which may be used to enrich the lives of women in our society.

Competition and cooperation may be demonstrated in all sports programs, although the type and intensity of the competition and cooperation will vary with the degree or level of skill of the participants.

An understanding of the relationship between competition and cooperation and the utilization of both within the accepted framework of our society is one of the desirable outcomes of sports participation.

Physical activity is important in the maintenance of the general health of the participant.

Participation in sports contributes to the development of self-confidence and to the establishment of desirable interpersonal relationships.

Functions

The National Association for Girls and Women in Sport promotes desirable sports programs through:

1. Formulating and publicizing guiding principles and standards for the administrator, leader, official, and player.
2. Publishing and interpreting rules governing sports for girls and women.
3. Providing the means for training, evaluating, and rating officials.
4. Disseminating information on the conduct of girls and women's sports.
5. Stimulating, evaluating, and disseminating research in the field of girls and women's sports.
6. Cooperating with allied groups interested in girls and women's sports in order to formulate policies and rules that affect the conduct of women's sports.
7. Providing opportunities for the development of leadership among girls and women for the conduct of their sports programs.

STANDARDS IN SPORTS FOR GIRLS AND WOMEN

Standards in sports activities for girls and women should be based upon the following:

1. Sports activities for girls and women should be taught, coached, and officiated by qualified women whenever and wherever possible.
2. Programs should provide every girl with a wide variety of activities.
3. The results of competition should be judged in terms of *benefits to the participants* rather than by the winning of championships or the athletic or commercial advantage to schools or organizations.

Health and Safety Standards for Players

Careful supervision of the health of all players must be provided by–

1. An examination by a qualified physician
2. Written permission by a qualified physician after serious illness or injury
3. Removal of players when they are injured or overfatigued or show signs of emotional instability
4. A healthful, safe, and sanitary environment for sports activity
5. Limitation of competition to a geographical area which will permit players to return at reasonable hours; provision of safe transportation.

General Policies

1. Select the members of all teams so that they play against those of approximately the same ability and maturity.
2. Arrange the schedule of games and practices so as not to place demands on the team or player which would jeopardize the educational objectives of the comprehensive sports program.
3. Discourage any girl from practicing with, or playing with, a team for more than one group while competing in that sport during the same sport season.
4. Promote social events in connection with all forms of competition.

SOURCES OF INFORMATION AND SERVICE

All requests for information about services should be addressed to: Executive Secretary, National Association for Girls and Women in Sport (NAGWS), AAHPER, 1201–16th Street, N.W., Washington, D.C. 20036.

NATIONAL COACHES COUNCIL

The National Coaches Council was formed by the NAGWS to:

(1) provide a channel of direct communication among coaches at all educational levels
(2) assist in the formulation and dissemination of guiding principles, standards and policies for conducting competitive sports programs for girls and women
(3) keep members informed of current coaching techniques and trends
(4) sponsor clinics and conferences in sports and coaching skills
(5) provide input from coaches to USCSC sports committees and representative assembly
(6) promote cooperative efforts with other sports-centered organizations
(7) provide a united body for positive political action in the realm of girls and women's athletics.

Academies for 10 sports have been established. (Note the application blank for specific listings.) Membership in each Academy is open to any coach of girls or women's sports or any interested person. Annual dues for AAHPER members are $5.00 for one Academy. Non-AAHPER members pay $15.00 annually for membership in one sport Academy. Membership for each additional Academy is $2.00. The $10.00 non-membership fee may be applied at any time toward AAHPER membership.

Get involved . . . JOIN NOW.

Sports Academies of the NATIONAL COACHES COUNCIL

National Association for Girls and Women in Sport: AAHPER
1201 16th St., N.W., Washington, D.C. 20036

NAME _____
last first initial

ADDRESS _____
street

_____
city state zip

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DT: _____ AMT: _____
CK: _____

AAHPER MEMBERS: Membership number as it appears on your journal label: _____

Teaching/Coaching level (please check): _____ College _____ Jr. College _____ High School
Jr. High _____ Elementary _____ Other _____

Please check the academies you wish to join:* ☐ Badminton ☐ Basketball ☐ Field Hockey ☐ Gymnastics ☐ Softball ☐ Swimming/Diving ☐ Synchronized Swimming ☐ Tennis ☐ Track & Field ☐ Volleyball

I am willing to serve on an Academy committee: ☐

*AAHPER members: $5.00 for one Academy and $2.00 for each additional Academy. Non-AAHPER members: $15.00 for one Academy and $2.00 each additional Academy. ($10.00 non-membership fee may be applied at any time toward AAHPER membership.)

Please send AAHPER membership information: _____ yes _____ no

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NAGWS SPORTS GUIDES COMMITTEES INTEREST INDICATOR

The NAGWS Sport Guide Committee is endeavoring to broaden its base of personnel and to strengthen services to *Guide* readers. The purpose of this form is to offer readers an opportunity to join us in meeting this need. Please complete this form and send it to the Associate Guide Coordinator, Geri Polvino, Eastern Kentucky University, Richmond, KY 40475.

Name_____

Professional Address_____

City_____ State_____ ZIP Code_____

1. Check the Sport Committee(s) which would be of interest to you:

___Aquatics	___Fencing	___Soccer
___Archery	___Field Hockey	___Softball
___Badminton	___Flag Football	___Speedball
___Basketball	___Golf	___Squash
___Bowling	___Gymnastics	___Synchronized Swimming
___Competitive Swimming	___Lacrosse	___Team Handball
___Cross-country Track	___Orienteering	___Tennis
___Cross-country Skiing	___Racquetball	___Track and Field
___Diving	___Skiing	___Volleyball
		___Water Polo

2. Would you like to serve as member of a Sports Guide Committee of your interest?* ___Yes ___No
3. Would you consider submitting an article to a Guide Committee as a prospective author? ___Yes ___No
   Possible topic or title_____
4. Can you suggest topics for articles which you would like to have included in future *Guides?* (Please indicate sport.)_____
   _____
5. Are there others whom you would recommend for consideration as possible committee members or authors? Please indicate below. (Use additional paper, if necessary.)

   Name_____ Sport(s)_____

   Professional Address_____

   City_____ State_____ Zip Code_____

   Sports Committee Member ☐ Prospective Author ☐ (Check one)

NAGWS VOLLEYBALL RULES COMMITTEE*
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MARTY ORNER, *Rules Interpreter,* Fullerton College, 321 E. Chapman Ave., Fullerton, CA 92634 (1976-1981)

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1978-1979

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DEBBIE CHIN, *Representative of Affiliated Boards of Officials, Principles and Techniques of Officiating Chairperson,* Univ. of New Haven, 300 Orange Ave., West Haven, CT 06516 (1978-1980)

Representative of OSDC to be appointed (1978-1980)

Representative of ABO, Examinations and Ratings to be appointed (1979-1981)

Representative of AIAW to be appointed (1978-1980)

*The 1977-1978 Committee prepared the rules published in this *Guide.* The 1978-1979 Committee will prepare the rules for the 1979-1980 *Guide.*

Marty Orner

Gertrude Jennings

Elaine Michaelis

Ninja Jorgensen

Mary Ridgway

Preface to 1978-79 Volleyball Rules

After one year using the international rules with the few NAGWS modifications, the NAGWS Volleyball Rules Committee is pleased with results of the decision to adopt the International Volleyball Federation rules as NAGWS official rules. The questionnaires received this past year with few exceptions were in favor of retaining the international rules. Many of the projected advantages of adopting international rules have already become evident.

With the ongoing use of international rules, NAGWS will continue to provide current interpretations; however the rules should have few changes until the next Olympic year.

The NAGWS Volleyball Rules Committee has considered the results of the opinionnaire and has decided to adopt two modifications of the international rules and thus provide more appropriate rules for an educational setting. The substitution rules used in 1977-78 will become the NAGWS substitution rules. Coaching from the sideline will be permitted unless it becomes disruptive. Coaches are encouraged to use moderation in coaching from the sideline and refrain from disrupting the process of the game.

Other modifications have been approved to provide for a smooth transition from previous NAGWS rules to the international rules:

1. Court dimensions previously used will be acceptable until 1980, the year the United States is to change to the metric system. However, if marking tape can be used, the NAGWS Rules Committee recommends the court be shortened by 6 inches on each end.
2. Uniforms meeting the standards requested for play in 1976-77 will be acceptable until 1980. At that time older uniforms should be retired.
3. The duration of matches may be adjusted to the best 2 out of 3 games when circumstances limit the time available for the play. See Current Practices, page 75.

NAGWS continues to provide service to sport programs by publishing the *Volleyball Guide*, with rules and officiating techniques, through the NAGWS rules interpreter, who will provide interpretations that are consistent with international interpretations, and through rules and regulations for competition.

Summary of Volleyball Rules Changes for 1978-79

1. Rule 4, Article 3e liberalizes the international rule governing coaching from outside the court. See also commentaries on Rule 4, No. 8.
2. Rule 5, Article 2 is no longer a temporary modification of the international substitution rule, but is the official rule for NAGWS competition. The international substitution rule is included for informational purposes only. Paragraph d specifies the procedure to use in case of an injury when all players have entered the game. If an abnormal substitution is used for an injury, the injured player is lost only for that game.

It is recommended that the commentaries of the rules be consulted for additional clarification of the rules which were not available previously. See the following commentaries for major changes.

Rule 1, No. 1 ceiling clearance outside the court is played with rules governing the court area.
Rule 1, No. 3f the extension of the center line is treated the same as the center line.
Rule 1, No. 7d teams change benches after each game and after 8 points of the deciding game.
Rule 2, 7 inadvertent contact of the net by the hair is not penalized.
Rule 2, 8-9 touching obstructions outside the court to avoid a violation is penalized.
Rule 4, No. 8 defines disruptive coaching which should be penalized.
Rule 4, 9d indicates a warning is given before a penalty for a wrong position entry, a 4th entry by a player or a 13th substitution.
Rule 4, 9f identifies the referee is responsible for conduct of the players.
Rule 5, 2 specifies jewelry and supportive materials which must be removed.
Rule 4, 3b clarifies that the 12 player–limit may be modified for local play but is enforced for AIAW regional and national competition.
Rule 5, No. 4 clarifies substitution procedures and how to handle incorrect substitutions.
Rule 6, No. 4 allows the coach to ask for information concerning the number of substitutions and time-outs.

Rule 6, No. 7 clarifies what to do if the captain is removed from the game since the captain is the only player who may address the officials.

Rule 8, 2h recommends the referee remain on the stand except to handle special circumstances.

Rule 12, 3g specifies that the two-minute interval begins when the umpire verifies that the fifteenth point has been recorded.

Rule 13, No. 12-13 clarifies the 5-second count for service as it affects a retoss or a wrong server.

Rule 13, No. 15 defines screening on the serve.

Rule 15, No. 5 clarifies what the official's procedure is when the coach fails to get the lineup in during the intermission period.

Rule 17, No. 4 specifies the ruling on blocking a ball hit outside the antenna.

Rule 24, No. 1 defines the procedure to follow when a game is forfeited due to injury.

Rule 25, No. 1-3 provides a procedure to follow on protests.

HONOR CALLS

The NAGWS Volleyball Rules Committee supports the official position of the National Association for Girls and Women in Sport that participants should be encouraged to acknowledge rule infractions when appropriate.

It is the belief of the Committee that sport is a positive force in solidarity, encourages integrity, provides enriching encounters, and is an educational experience and a reflection of our society's valuable qualities.

It is the responsibility of the *coach* to inform players of the appropriate use of honor calls. It is the responsibility of the *official* to encourage the use of honor calls and to monitor the appropriate use of honor calls. In meetings of coaches and/or officials, it is appropriate to announce that honor calls are encouraged.

Appropriate use of honor calls in volleyball would be in cases involving nonjudgment decisions such as:

1. When a ball becomes dead after a touch on a ball going out-of-bounds.
2. An immediate honor call on a touch of the net with the hands or arms.
3. Balls landing near the sideline or endline.

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Questionnaire on 1978-79 NAGWS Volleyball Rules

Name _____

Address _____

_____ Zip _____

1. Did you use International Rules with the modifications as published by NAGWS this season?
   As: ____Coach____Official ____Player____Teacher
2. If you answer "no" to #1 above, please explain why you did not do so. _____

   _____

3. If you answer "yes," in what situations have you used them?
   High School _____ Jr. High School _____College _____
   P.E. Class _____ Intramural _____Varsity _____
   Other _____
4. Do you favor continued use of the International Rules with the current modifications?
   Yes_____ No____
   Comments: _____

   _____

5. Do you favor any other modifications of the International Rules? Yes_____ No _____If so, what rules should be modified and what modifications do you recommend?

   _____

   _____

6. Do you have any other suggestions for the rules committee or the rules interpretations?

   _____

   _____

Return by December 1, 1978 to: Elaine Michaelis, Chairperson
NAGWS Volleyball Rules Committee
289 RB – Brigham Young University
Provo, UT 84602

Official Volleyball Rules 1978-79

Rules of the Game as authorized by the International Volleyball Federation at the XIV Congress, Montreal, Quebec, Canada

July, 1976

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OFFICIAL VOLLEYBALL RULES
OFFICIAL COMMENTARY ON THE VOLLEYBALL RULES

Note: Major changes and/or additions in rules have been indicated by shading.

INTERNATIONAL VOLLEYBALL RULES
CHAPTER I
FACILITIES AND EQUIPMENT

Note: *Regulation facilities and equipment previously legal shall be considered legal until September 1, 1980. (Note diagram, page 24. Where marking tape can be used, it is highly recommended that the playing area be shortened by 6" on each end.)*

RULE 1. COURT AND MARKINGS

Article 1. COURT—The court shall be 18 m. long by 9 m. wide (59' x 29' 6") free from any obstructions to a height of 7 m. (23') measured from the playing surface.

Article 2. BOUNDARY LINES—The court shall be marked by lines 5 cm. (2") wide which shall be drawn at least 2 m. (6' 6") from all obstructions and which are included in the court dimensions.

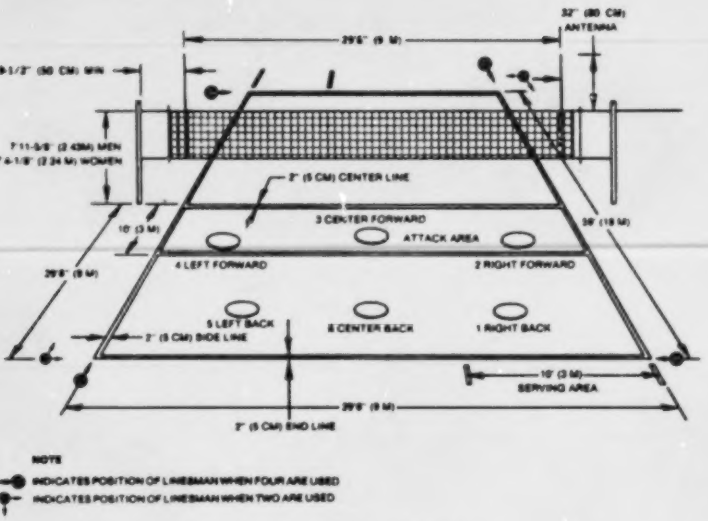
Article 3. CENTER LINE—A line 5 cm. (2") wide shall be drawn across the court beneath the net from sideline to sideline dividing the court into two equal team areas.

Article 4. ATTACK LINE—In each team area a line 5 cm. (2") wide, parallel to the center line, and 3 m. (9' 10") from it, shall be drawn, its width included in the attack area. The attack area, limited by the center line and the attack line, extends indefinitely beyond the sidelines.

Article 5. SERVICE AREA—Two lines, each 15 cm. (6") long and 5 cm (2") wide, shall be drawn 20 cm. (8") behind and perpendicular to the end line, to mark the service area for each team. One line is on the extension of the sideline and the other is 3 m. (9' 10") to the left of it. The service area shall have a minimum depth of 2 m. (6' 6").

Article 6. MINIMUM TEMPERATURE—The minimum temperature shall not be below 10°C. (50°F.).

Rule 1. Court and Markings



COMMENTARIES ON RULE 1
THE COURT AND MARKINGS

1) CEILING CLEARANCE

a) For the Olympic Games there must be a clear space of 12 m., 50 cm. (41') above the court. For the final rounds of the World Championships or similar competitions the same clearance is required unless the Executive Committee of the International Volleyball Federation makes a special concession.

b) The clearance of 7 meters (23') or 12.50 meters (41') above the court must extend over the out-court, including the service area. **The out-court area is the remainder of playable floor surface surrounding the court within the entire gym or facility. The ceiling and overhead obstructions over all of the out-court area are treated the same as obstructions over the playing court. Bleachers would not be a playable out-court area surface and therefore the obstructions over the bleachers would be dead and out of play.**

c) Balls striking the ceiling or objects above 23' are dead and out of bounds.

d) Where fixtures or obstructions intrude upon the minimum requirements of 7 m. (23') clearance above the playing surface, local ground rules may be established allowing a ball, other than a serve, to strike such obstruction and still be in play by the offending team as though the ball had not touched such obstruction. No such rebounding ball may legally strike above the opponents' playing area, nor may it legally fall to the opponents' playing area. In some situations it may be necessary for the referee to make decisions as to what will be considered legal and so inform the captains of the two teams before play begins. Where the ceiling itself is not the proper clearance above the court surface, it may be included as an obstruction. It is permitted to establish a ground rule to replay balls which strike any overhead obstructions below 23'. [redacted]

2) COURT CLEARANCE

a) A clear space of 3 m. (10') should surround an outdoor court.

b) A clear space of 2 m. (6½') should surround an indoor court. For the Olympic Games there should be a clearance behind the end lines of 8 m. and beyond the side lines of 5 m. For the final rounds of the World Championships and similar competitions, the same clearances are required unless the Executive Committee of the IVBF makes a special concession.

c) Walls, benches, bleachers, etc. that a player could run into that are less than 2 m. (6½') from the court boundaries require establishment of a ground rule. One of the following may be established:
   (1) Dead and out of play
   (2) To be replayed
   (3) To be judged by the referee whether to be point or side-out or whether a replay will be awarded depending on the flight of the ball and a player's attempt to play it.

d) The referee's stand must present the least possible obstacle. If the stand obstructs a player, the referee can ask for a play-over. For the referee's stand to be considered an obstruction, it must be unusually large and extend into an area where it would be an obstruction to normal play.

3) OTHER FACTORS

a) The court must be flat and horizontal. For outdoor courts a slope of 5 mm. per m. is allowable for drainage.

b) The game may be played indoors or outdoors, on a hard surface, tamped earth or fine cinders. Indoors the playing surface may be natural ground or wood. The playing surface may not be of cement, sand or grass.

c) The boundary lines are included in the dimensions of the court (their length and width), as are the two service lines, indefinitely extended in the dimensions of the service area.

d) The center line is part of both sides of the court. (Rule 20 Article 1.)

e) The service area is actually defined on three sides:

(1) It is defined by a 3-meter section of the baseline. However, this section of the baseline is not included in the service area. It merely limits the area. This constitutes the essential difference between this line and the lateral lines of the service area. The server may not touch the baseline.

(2) It is defined on the right by a line 5 cms. (2") wide and 15 cms. (6") in length, this line being a prolongation of the outside edge of the sideline and being considered to extend indefinitely.

(3) It is defined on the left by a line 5 cms. (2") wide and 15 cms. (6") in length, considered to extend indefinitely.

(4) If there is not sufficient area behind the endline to provide a depth of 2 m. (6½'), a ground rule may be established by the referee to allow the server to take one stride into the court in the delivery of the service.

f) The center line has an imaginary extension. **The extension of the center line is treated the same as the center line of the court, except that a player may completely cross that extension if there is no interference with opponents. The ball outside the court may be played as long as the *ball* has not completely passed beyond the vertical plane of the net and provided that the player playing the ball meets the requirements of the center line established for the court.**

g) Since changing court boundary lines on indoor courts is a major operation, it is recommended that the international metric dimensions be phased in by September 1, 1980. The use of the past standard courts must be considered legal for now. Where marking tape can be used, it is recommended that the shortened playing areas (6" less on each end) be tried.

h) The players have the right to play the ball in the out-court area.

i) The rule does not specify the color of the lines and they may

therefore be of any contrasting color from that of the colors of the court and the out-court area. Court color should also be in contrast with the color of any lines intended for other sports. (example: basketball or badminton).

j) Where dividing nets or other hanging partitions of movable nature separate adjoining courts, only the player actually making the attempt to play the ball may go into the net or move it. It should be ruled a dead ball and a fault if a teammate, substitute, coach or other person deliberately moves the net to assist the play.

4) UNSUITABLE COURTS

a) The court must be approved by the Special Referees Commission to be acceptable for competition. Nevertheless, the court must be under the control of the referee before the match. The referee alone is responsible for deciding whether or not the court is suitable for play.

b) The referee will declare the court unfit for play in the following cases:
   (1) If snow or rain has made the court soft or slippery.
   (2) When play can be dangerous (excessive cold can make the surface hard and uneven and be a risk to players).
   (3) When fog or darkness makes it impossible to officiate properly.

5) BAD WEATHER

In case of bad weather (thunderstorms, showers, high winds, etc.) the referee can postpone the match or interrupt it. (Rule 12, Article 7).

6) BOUNDARY MARKERS

a) Wood, metal or other solid material may not be used for outdoor courts since the ground can erode, thus causing lines to protrude above ground level and present a hazard to players. This applies to brick or other hard material. Hollowed out lines are not recommended. The court lines should be marked before the beginning of a match. On an outdoor court the lines must be clearly marked with whitewash, chalk or other substance which does not make the ground uneven.

b) Indoors the lines must be of a different color from that of the floor. Light colors—white or yellow—are the most visible and are advised.

c) The lines, 5 cm. wide, are included in the court dimensions.

7) FURTHER ACCOUNT OF THE EQUIPMENT INVENTORY

a) SCOREBOARD—No special recommendations are made as to the size of the scoreboard. It should be divided into two parts.

The names or initials of the two teams should be shown at the top. Information shown on the scoreboard is for convenience only and may not be used as a basis of disagreement.

(1) The only official score is the one written on the score-sheet.

(2) The official scorer does not operate the scoreboard. It is operated by a person who is not one of the match officials.

(3) There should be a table for the scorer with chairs and, when necessary, a microphone to announce the score.

b) Each court should have a measuring device to check the height of the net. The measuring device should be appropriately marked with the two heights (men: 2 m. 43 cms., and for women: 2 m. 24 cms.).

c) The referee's stand must be on a support and preferably adjustable to get to a height preferred by the referee. It should be constructed so that:

(1) It does not obstruct the players. (The surface of the base should be fairly narrow and should not protrude in a manner that could cause some harm to the players.)

(2) The referee can mount easily.

d) There should be benches for the coaches and substitutes placed facing the referee and along the edge of the out-court area. [redacted]

e) Someone (designated by the organizer) should be provided with a towel or a piece of cloth and be ready to wipe the court when summoned by the referee or umpire on discovery that the floor is wet or slippery.

RULE 2. THE NET

Article 1. SIZE AND CONSTRUCTION—The net shall be 1 m. (3' 3") wide and 9.50 m. (32') long. It shall be made of 10 cm. (4") square mesh. A double thickness of white canvas 5 cm. (2") wide shall be sewn along the full length of the top of the net. A flexible cable shall be stretched through the upper canvas and the lower edge of the net.

Article 2. HEIGHT—The height of the net measured from the center of the court shall be 2.43 m. (7' 11-5/8") for men and 2.24 m. (7' 4-1/8") for women. The two ends of the net must be at the same height from the playing surface and cannot exceed the regulation height by more than 2 cm. (¾").

Article 3. NET MARKERS AND ANTENNAS–Two tapes of white material 5 cm. (2") wide and 1 m. (3' 3") long shall be fastened to the net, one at each end, over and perpendicular to each sideline and the center line. Coinciding with the outside edge of each tape, a flexible antenna shall be fastened to the net, at a distance of 9 m. (29' 6") from each other. Each antenna shall be 1.80 m. (6') long with a diameter of approximately 10 mm. (3/8") and be made of fiberglass or a similar material and shall extend 80 cm. (32") above the top of the net. The antennas shall be marked with 10 cm. (4") bands of contrasting colors. The side markers and antennas are considered as part of the net.

Article 4. NET SUPPORTS–The posts supporting the net must be at least 50 cm. (19½") from the sidelines and placed so as not to interfere with the officials performing their duties.

COMMENTARIES ON RULE 2, THE NET

1) Round posts are preferable since they are convenient for the referee and present no danger to the players. They must be of a length that allows the net to be fixed at the correct height.

   Fixing the posts to the floor by means of wires should be avoided.

2) The height of the net must be measured before the match and at any other time that it might be necessary. The measurement should be made in the center of the court but the referee must be sure to check that the height at each end of the net is within permitted variation.

3) The referee must also check that the vertical side markers and antennas are perpendicular to the side and center lines.

4) The net must be tight throughout its length.

5) Neither the net, measuring 9 m. 50 cms. (32'), nor the antenna may be touched by the players. However, neither the cables of the net extending beyond the length of the net itself, the posts nor any cables supporting the posts are considered to be part of the net. The net includes that part outside the vertical side markers.

6) Should the ball touch any part of the net or its supports outside the vertical side markers or the antenna, the referee and umpire must judge that it has touched an obstacle and penalize the fault.

7) [redacted]

8) Deliberately grabbing the cable, pole or supports or referee's stand while the ball is in play, to prevent a net or center line violation, is penalized as a net violation.
9) Touching the net or cables between the antennas (should the net not extend to the antennas) is a net foul. If the net (mesh) extends beyond the antennas it is also a net foul if contacted by a player.

RULE 3. THE BALL

The ball shall be spherical, made of a leather case with a bladder made of rubber or a similar material. It shall be uniform in color and in indoor play must be a light color. It shall be 65-67 cm. (25¾"-26¼") in circumference and weigh not less than 260 nor more than 280 gr. (9-10 oz.).

COMMENTARIES ON RULE 3, THE BALL

1) Balls used for any international match must be those approved by IVBF.
2) The referee must check before and during the match that the ball is in order.
   A ball that has become wet or slippery must be changed.
3) "Pressure": The pressure of the ball, measured with a special pressure gauge, must be between 0.48 and 0.52 kg/cm. (5-7 pounds). However, the structure of the ball may affect the maximum variation of pressure allowed; for this reason, juries of international competitions may reduce this margin of difference, within the above range.
4) There should be a reserve ball which can be brought into play at a moment's notice where necessary.
5) In practice, it is always the umpire who is responsible for the two match balls prior to the match and sees to it that balls being used are IVBF approved and are checked accordingly. The umpire is also responsible for the balls throughout the match and insures that they are returned to the organizer as soon as the match is over.
6) The umpire, after being summoned by the referee, gives the match ball to the team that elected to serve first at the beginning of the match. Umpire should also be in possession of the ball between games. Team captains do not choose match balls. The match organizer should have a pressure gauge on the scorer's table for use by the officials where necessary.

Three Ball System—During Match

7) To facilitate continuous play, it is recommended that the three-ball system be used:
   a) Six (6) ball retrievers will be used during a match and stationed outside the court as follows:
      (1) One at each corner of the court about 8 m. from the end lines and 4 to 5 m. from the side lines;
      (2) One behind the scorer;
      (3) One behind the referee. (**Note**—Ball retrievers may use chairs.)
   b) At the start of a match a ball will be placed on the scorer's table and one to each of the ball retrievers closest to the serving areas. These two are the only ones authorized to give the ball to the server.
   c) When the ball is ruled dead by one of the officials:
      (1) If the ball is outside the playing areas, it should be recovered by one of the ball retrievers and given to the one who has already given the ball to the player before the next service is started;
      (2) If the ball is on the court, the player closest to it should immediately place it outside the court.
   d) At the instant the ball is ruled dead, the ball retriever nearest the server will quickly give the ball to the player who will be executing the next service.
   e) During a time-out the ball which is being used shall be given to the umpire.
   f) A ball being returned by one ball retriever to another will be rolled along the floor, not thrown, outside the court. A ball being returned should be delivered to the ball retriever who has just given a ball to the server.

CHAPTER II

PARTICIPANTS IN COMPETITIONS

RULE 4. RIGHTS AND DUTIES OF PLAYERS

Article 1. RULES OF THE GAME—All players must know the rules of the game and abide by them.

Article 2. SPOKESPERSON OF THE TEAM—During the game a player may address the referee only through the team captain. Only the playing team captain may address the referee and shall be the spokesperson for the players. The captain may also ad-

dress the umpire but only on matters concerning the umpire's duties.

Article 3. CONDUCT OF PLAYERS, SUBSTITUTES AND COACHES—The following acts are subject to penalty:

a) Persistent addressing of officials concerning their decisions.
b) Making derogatory remarks to officials.
c) Committing actions tending to influence decisions of officials.
d) Making derogatory or personal remarks to the opponents.
e) *Disruptive* coaching during the game from anyone outside the court. (See Commentaries, no. 8.)*
f) Leaving the court without permission of the referee during an interruption of play during the game.
g) At the instant of contact with the ball, particularly during the reception of the service, it is forbidden for players to clap hands, to shout or take any action, the purpose of which is to distract the referee in judgment concerning the handling of the ball.

Article 4. PENALTIES

a) For a minor offense, such as talking to opponents, spectators or officials, shouting or intentional delay of the game, a warning is issued. In case the offense is repeated, the player receives a personal penalty recorded on the scoresheet and that team loses the service or the opponents are awarded a point.
b) For a serious offense, a penalty is recorded on the scoresheet and this automatically entails the loss of service by the offending team, or the opponents are awarded a point. In case of personal repetition of the offense, the referee may disqualify the player from the rest of the game or match. The referee shall disqualify without previous warning any player making derogatory remarks to officials, opponents or spectators.

COMMENTARIES ON RULE 4, RIGHTS AND DUTIES OF PLAYERS

1) The referee is responsible for the conduct of the players. Under no circumstances will the referee allow incorrect or unsporting behavior nor rude remarks from the players.

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*This is a modification of the international rule. The international rule is included as an informational item only and is not the NAGWS rule:
e) Deliberate coaching during the game from anyone outside the court.

Only the referee is empowered to warn a player or to give a warning written on the scoresheet.

If the captain asks, the referee must give the reasons for the decision and must not allow any further discussion. Should there be disagreement, team captains may state their case in writing on the scoresheet.

2) Other officials (umpire, scorer and line judges) must immediately report to the referee any rude remark that is made by a player about the officials or opponents.
3) All actions penalized by loss of service, by a point for the opposite team, or by the loss of a point or service, as well as the disqualification of a player, must be recorded on the scoresheet. The reasons for the disqualification must also be noted. A first warning involves no penalty.
4) The text of Article 1 is most important. It explains why the players and, by expansion their team, are responsible for any violation of the rules, e.g., if a player makes a rotational fault, the team will be penalized.
5) No player other than the captain may question or protest to either the referee or the umpire. A decision on whether a foul occurred or not is not a protestable situation, only how the foul is penalized.
6) Neither the coach nor team officials may speak to the officials during the match (Rule 6).
7) The captain may speak to the umpire on matters concerning the umpire's role: the captain may ask the umpire for a time-out, and for a substitution.
8) **Coaching will be allowed from outside the court. "Disruptive" coaching, which would be any action the referee judged to be a disruptive influence to the match, would not be allowed. Examples include tactics designed to delay the game, continual jumping up from the bench, pacing in the bench area, loud or abusive language, comments to opposing teams, throwing of objects, or displaying disgust in any overt manner.**

The penalty for disruptive coaching is point or side-out.

9) Rule 4 denotes three types of penalty:
   a) A *warning* constitutes a minor penalty for a minor fault. In practice, the team of the player, coach or manager who made the fault may not be penalized by the loss of service or the award of a point to the other team.

      The referee should not allow a warning to be recorded on the scoresheet in writing, but the symbol "y" is placed in the appropriate place in the scoring section of the scoresheet. A

warning once given is considered to be in effect for the rest of that game. Should the fault be repeated during the same game (e.g., should the same player make another minor fault), the referee must award a major penalty. (See point b) below.)

The referee may not, therefore, give a warning to the same player twice during the same game. On the second occasion, the player is to be penalized.

b) A *penalty* always results in the team of the player concerned losing service, or in the opposing team gaining a point: if the team at fault has service, it loses service; if the opposing team has service, the opposing team gains a point.

Should a major fault be repeated during the same game (e.g., by the same player or person), the referee may disqualify the player or coach or manager, either for the game in progress or for the rest of the match. (also see c).)

The *scorer must always record a penalty on the scoresheet* in a square and make a written statement on the back of the scoresheet. For example: The referee has given a penalty to player No. 7 of team 'A,' during the first game, at the score 6/10. If this penalty results in a point for team 'B,' this point should be in a square on the scoresheet and an explanation written on the back of the scoresheet.

The referee *should allow the scorer time* to note the penalty on the scoresheet. In practice, when the referee awards a penalty, the referee stops play (whistles) and calls the captain of the team concerned to the referee's chair and says: "Captain, I award an official penalty against your player No. X for . . . ." (and gives reason for the penalty). The referee allows the umpire to explain the facts to the scorer. The umpire should check that the facts are written immediately on the scoresheet and afterwards the umpire should signal to the referee to allow play to resume.

c) *Disqualification.* The referee (according to the text of the rules) must send off, without prior warning or penalty, any player who speaks insultingly to officials, opponents or spectators. If a personal major fault is repeated, the referee may disqualify the player concerned for the rest of the game or match.

Important Note: When disqualification occurs, the team concerned does not lose service and the opponents do not score a point. The referee must state immediately whether the disqualification is imposed for the game or for the rest of the match.

d) Warnings are issued in these situations before penalty:
   (1) Committing a minor breach of conduct or delay
   (2) Making a wrong position entry or entering a player for a fourth time, or making a 13th substitution
   (3) Asking for a third time-out.

e) Each game is considered separately. Incidents for which a warning was issued in a previous game require beginning with a warning again, before penalty, if repeated in a later game. Similar acts by two different players should be given as an individual warning to each player. However, after the first or second individual warning the referee may choose to give a general team warning to the captain that the next player to commit such an act shall cause her team to be penalized. A serious breach of conduct toward opponents or officials should be penalized without warning.

f) The referee is responsible for the conduct of players. Only the referee is empowered to give warning or give penalty or to eject a player from a game or match. If the umpire or other officials feel that they have grounds which warrant action against a player, they must present their facts to the referee who will take such action if deemed appropriate.

RULE 5. THE TEAMS

Article 1. PLAYERS' UNIFORMS

a) The playing uniform shall consist of jersey, shorts and light and pliable shoes (rubber or leather soles without heels). It is forbidden to wear a head-gear or any article (jewelry, pins, bracelets, etc.) which could cause injuries during the game. On request, the referee may allow one or more players to play without shoes. (**Note**: In school settings, officials should not permit players to compete without shoes due to legal implications.)

b) Players' jerseys must be marked with numbers 8 to 15 cm. (3"-6") in height on the chest and 15 cm. (6") in height on the back. (**Note**: See Commentaries on Rule 5, No. 1 a-d.) The width of the strip forming the number shall be 2 cm. (¾"). In international matches, the captain shall wear a badge on the left side of the chest 8 cm. by 1.5 cm. (3" x ½") in a color different to that of the jersey.

c) Members of a team must appear on the court dressed in clean, presentable uniforms of the same color. In cold weather it is permissible to wear training suits with numbers.

Rule 5. The Teams

All players of a team must be in identical uniforms while playing. Each player must have clearly visible numbers on the front and back of the playing uniform. Should a team fail to have proper numbers, the game will be defaulted.

Article 2. COMPOSITION OF TEAMS AND SUBSTITUTIONS

a) A team shall consist of six players regardless of circumstances. The composition of a complete team including substitutes may not exceed twelve players (see Commentaries). Before the start of a match, all players, including substitutes, must be recorded on the scoresheet or team roster. Players not listed may not participate in the match.

b) Substitutes and coaches must be on the side of the court opposite the referee. Substitutes may warm-up outside the playing area providing they return to their designated places afterwards.

c) Substitution of players is made when the ball is dead, on request of either the captain or the coach to the referee or the umpire. *A team may have no more than 12 substitutions during a game.**

Before entering the game, a substitute must report to the scorekeeper in playing uniform and be ready to enter upon the floor when authorization is given. If the substitution is not completed immediately, the team will be charged with a time-out. In case the team has already exhausted the allowable time-outs, the team shall be penalized by loss of the serve or the opponents shall be awarded a point if they were serving.

The captain or coach requesting a substitution(s) shall report to the referee and to the scorer the number(s) of the player(s) involved in the substitution. Following a completed substitution, the team may not request a new substitution until play has been resumed and the ball is dead again.

***This is a modification of the international rule. The applicable international rule is included here as an informational item only and is not the NAGWS rule:**

c) A team is allowed a maximum of six substitutions in any one game.

d) A player starting a game may be replaced by any substitute and (may subsequently re-enter the same game once) but in the original position in the serving order in relation to other teammates. Only the original starter may replace a substitute during the same game.

e) A substitute player who has already played, cannot re-enter the same game, except, if through accident or injury a team is reduced to less than six players, and the team's six allowable substitutions have already been used.

d) *A player shall not enter the game for the fourth time. Starting the game counts as an entry.* •

The incoming player must take the position and place in the serving order of the player for whom she is substituting. No change shall be made in the order of rotation.

A player who re-enters the game shall be in the original position in relation to teammates and must retain the original serving number, except in the case of an abnormal substitution because of an injury and all normal substitutions have been used.

In this case a substitute who has already played in another position may then replace the injured player regardless of position.

Substitutions may be made at any time in case of injury. If through injury a player is unable to continue and all substitutes have entered the game, the injured player may be replaced in this order:

(1) By the starter or substitute who has played in the position of the injured player if such starter or substitute has not already been in the game the allowable three times.

(2) By any player on the bench who has not been in the game three times regardless of position previously played.

(3) If all players have been in the game the allowable three times, by the substitute who previously played in the position of the injured player.

(4) By any substitute, even though all substitutes have been in the game the three allowable times.

No penalty will be assessed, even though the substitution for the injured player may cause a 13th team substitution or a 4th entry for an individual player. *If the player is substituted for under 2, 3 or 4, the injured player is lost for the remainder of the game.* However, if a team becomes incomplete through disqualification of a player by the referee, and normal substitutions have been used, the team loses the game by default, keeping the points acquired.

Article 3. POSITIONS OF PLAYERS—At the time the ball is served, the players of each team must be within their team area in two lines of three players, taking positions as follows:

The three players at the net are front line players occupying, from right to left, positions 2, 3 and 4; the three players in back are back line players, occupying, from right to left, positions 1, 6 and 5.

The placement of players on the court must conform to the serving order recorded on the scoresheet, as follows:

In the front line, the center forward (3) must be between the right forward (2) and the left forward (4), and in front of the center back (6). In the back line, the center back (6) must be between the right back (1) and the left back (5), and behind the center forward (3). Consequently, the right front (2) must be in front of the right back (1), and the left front (4) must be in front of the left back (5). After the ball is hit for the serve, the players may move from their respective positions.

The serving order as recorded on the official scoresheet must remain the same until the game is completed. Before the start of a new game, the serving order may be changed and such changes must be recorded on the scoresheet.

Article 4. ERROR IN POSITION OF A PLAYER—When a player(s) of a team is found to be out of position, the play must be stopped and the error corrected. All points scored by the team while any player(s) was in a wrong position shall be cancelled. If the team at fault is serving at the time of discovery of the error, a side-out will be declared.

All points scored by the opponents will be retained. If it is not possible to determine when the error first occurred, the team in error shall resume its correct position(s), and if serving shall have a side-out declared against it. If the other team is serving, it shall be awarded a point.

COMMENTARIES ON RULE 5, PLAYERS' EQUIPMENT, COMPOSITION OF TEAMS AND SUBSTITUTIONS

1) NUMBERING OF PLAYERS

a) Each player must wear a number **of contrasting color** on the front and back of the shirt. This number may be between 1 and 99.

Numbers are obligatory, but they can be worn in any order.

b) The referee cannot allow play unless the players' jerseys are numbered.

c) Chest is interpreted to mean the numbers can be centered or may be to the left or right of center.

d) 2 cm. (¾") width of strip forming the number shall apply to the front and back number. Should the numbers not be of correct dimensions, the referee must decide what to do. (Rule 8).
e) If the temperature is low, the referee may allow players to wear sweatshirts, provided that the sweatshirts of a team are all the same and are numbered.
f) Uniforms meeting the standards requested for play in 1976-77 will be acceptable until 1980. At that time older uniforms should be retired.

2) JEWELRY AND OTHER ARTICLES

a) Rings, bracelets, dangling earrings and necklaces long enough to clear the chin must be removed. Necklaces of multipiece construction (beads, etc.) must also be removed because of possible breakage resulting in a delay in the game. If an article cannot be removed, it must be taped securely to allow the player to play.
b) The wearing of a cast, brace or supportive material does not automatically exclude a player from play. The referee must judge the potential danger for injury to the player, a teammate or an opponent when determining whether to allow play wearing a protective brace, cast or bandage.

3) NUMBER OF PLAYERS

a) Under no circumstances, may a team play with less than 6 players.
b) Article 2a, limiting the team to 12 players, will not be enforced except for AIAW regional, and national competition. Local areas may make modifications as necessary for the development of their programs.

4) SUBSTITUTIONS

a) Only the coach or the captain of a team may ask the referee or the umpire for a substitution. When they do this, the player(s) going on court must be already standing so that the substitution can be made immediately.

The captain or coach must first announce the number of substitutions and then the number of the players concerned. It is preferable to indicate first the number of the player coming off and then the number of the substitute.

Example 1: One substitution: Number 6 is replaced by Number 10.

Example 2: 3 substitutions: Number 4 is replaced by Number 12 and Number 1 is replaced by Number 7 and Number 8 is replaced by Number 9.

If the substitution is not made in this way and play is delayed, a time-out will be granted to the offending team. If a team delays in substituting after already having had two time-outs the substitution is denied and they receive a penalty.

b) During substitution, the player or players leaving the court, and their substitutes going on the court, must raise one hand so as to be easily recognized by the scorer.

Referees are particularly reminded that the substitutions must be immediate and that if two or more substitutions are to be made, they must be made in the same time that is allowed for a single substitution. If the coach or captain does not indicate there will be more than one substitute, the referee or umpire should refuse the second substitute until the next dead ball.

c) If a substitute enters the court without recognition of the umpire or referee, even if the substitute reported to the scorer, the substitution is denied and the team is penalized. If the substitution is recognized but the proper procedure for entering court is not followed, the team may be warned.

d) The incoming substitute and the outgoing player should wait at the sideline until an official indicates that the substitution has been recorded.

e) During a legally charged time-out for rest, any number of requests for substitution may be made by the captain or coach. Immediately following a time-out for rest, an additional request for substitution may be made.

f) If a player is legally replaced, this must be counted as a substitution.

When more than one substitution is made, even if several are made at the same time, each substitution counts against the number allowed to the team.

(1) Any illegal entry which is denied, even if recorded on the scoresheet, is not counted as a substitution and is not penalized.

(2) If a time-out is requested by the coach or captain, and the request is then withdrawn, that team is charged with a time-out. If the team has already had two time-outs, it is warned, no penalty. If they repeat the offense in the same game, they are penalized.

(3) If the change of mind by the coach is due to a change of decision of the referee, the coach and/or team should not be penalized. Never penalize teams for an official's mistake.

g) If a team has used its 12 substitutions and then suffers an injury to a player, as soon as it is possible a substitution must occur (the 13th). The injured player may be replaced in this order:

(1) By the starter or substitute who has played in the position of the injured player if such starter or substitute has not already been in the game the allowable three times.
(2) By any player who has not already participated in the game.
(3) By any player on the bench who has not been in the game three times, regardless of position previously played.
(4) If all players have been in the game the allowable three times, by the substitute who previously played in the position of the injured player.
(5) By any substitute, even though all substitutes have been in the game the three allowable times.

No penalty will be charged even though substitution for the injured player may cause a 13th team substitution or a *4th entry* for an individual player. The injured player is lost for that *game.*

h) In the event a team has only 6 players, a three-minute recovery period is allowed in the event of injury. At the end of that time period the game shall be defaulted if the team does not have 6 players ready to play. Score should reflect a two-point victory.

5) POSITION OF PLAYERS

a) At the moment the ball is served, i.e., the moment the ball is hit by the server, the back line players must be at least a little behind their corresponding front line players. It is a fault if a back line player is the same distance from the net as the corresponding front line player.

A player whose position is center in either line must not be as close to the sideline as the respective right or left player of that line.

b) The position of players is judged according to the position of their feet.

c) It is at the moment the server hits the ball that the players must be in a correct position. Any positional fault must be signaled by the umpire or the referee as soon as the ball has been hit.

If one of the teams makes a positional fault and the service is also incorrect at contact, it is a service fault.

d) Should a fault occur in the trajectory of the ball (e.g. the ball hits another member of the server's team), after the serving

action has been made correctly, and the team receiving service was out of position then it is the team receiving the service that is penalized.

e) **The captain may request information about the team's serving order during a dead ball without incurring a delay of game penalty. This may not be abused, however.**

6) ERROR IN POSITION OF PLAYERS

a) When the error in position is committed by the serving team, the position error is corrected, all points scored while the team was in the wrong position are cancelled and a side-out is called.

b) If the side-out has been awarded, but the opponents have not served, the offending team shall lose all points scored while in the wrong position. No point is scored by the team in possession. The position error is corrected.

c) If the opposing team has already served before the error in position is discovered, there is no loss of points but a point is scored for the opposing team. The position error is corrected.

d) **The scorer should not accept a wrong position entry, a fourth entry or a 13th substitution and should not allow the wrong server to serve.**

(1) **If the illegal request for entry is discovered before the player has participated in a play, the team is warned, the player is denied entry or removed, the original player remains or returns to the court, the substitution is not counted as one of 12 allowed, and the game continues with no penalty. If the player does participate in one or more plays the same procedure is followed; however, the team is now penalized according to 6a-c above.**

(2) **If the wrong server is discovered before striking the ball, even if the whistle has been blown, the team shall correct itself with no penalty and a new 5 seconds is allowed the correct server. A new signal to serve is suggested.**

(3) If the wrong server does serve the ball before the error is discovered by the scorer, the team is then penalized by a side-out and loss of points scored by the wrong server. The position error is corrected.

(4) If the serving team is found to be out of position, but it is not possible to determine when the error occurred, **only the last point scored will be cancelled** and a side-out declared. If the team in error is receiving, the opponents shall be awarded a point. In both cases the position error is corrected before resuming play.

RULE 6. COACHES, MANAGERS AND CAPTAINS

Article 1. DISCIPLINE OF TEAMS–The coaches, managers and captains are responsible for the discipline of their teams.

Article 2. TIME-OUT REQUESTS–Requests for time-out for rest or substitutions may be made by the coach and/or the captain. When the game is interrupted for rest, the coach has the right to speak to the players, but may not enter the court. Coaches and managers shall not, during the play, contest the decisions of the referee.

Article 3. ADDRESSING OFFICIALS–The captain is the only player in the game who may address the officials.

COMMENTARIES ON RULE 6, TEAM MANAGERS, COACHES AND CAPTAINS

1) The team managers, coaches and captains must know the Rules and abide by them strictly.

   During the match, a player may not speak to the referee or the umpire on behalf of the team. In no case may the referee allow such an intervention.

2) To the left and right of the score table, benches are to be placed. Only one or two trainers, a doctor or masseur and the reserve players can be seated on such benches.

3) The coach of each team marked on the scoresheet can only speak to the referee and the umpire in order to ask for a time-out or a substitution.

4) **The coach may ask the officials for information as to how many substitutions or time-outs have been used when the ball is dead. This privilege may not be used to delay the game.**

5) **A coach may give instructions to players during the match** but may not argue with or protest to the referee or umpire. **Disruptive coaching shall be penalized by point or side-out.**

   The same applies, throughout the match, to all other persons on the team bench.

6) During a time-out for rest only the coach and one assistant (water or towels) may approach the court to confer with the team (six players on the court). Players may not leave the court without the referee's permission.

7) **The playing captain is the only player in the game who may address the officials. If the playing captain is removed from the game, another player must be designated as captain. Upon return**

of the original captain to the game, that player shall be automatically designated as the captain.

CHAPTER III
OFFICIALS AND THEIR DUTIES
RULE 7. OFFICIALS OF THE MATCH

A match is conducted by the following officials: a referee, an umpire, a scorer, and two or four linesmen.

RULE 8. THE REFEREE

The referee is in full control of the match and the decisions of the referee are final. The referee has authority over all players and officials from the beginning of the match to its end, including any periods during which the match may be temporarily interrupted, for whatever reason.

The referee has the power to settle all questions including those not specifically covered in the rules. The referee has the power to overrule decisions of other officials when, in the referee's opinion, they have made errors.

The referee shall be located at one end of the net in a position that will allow a clear view of the play. The referee's head should be approximately 50 cm. (20") above the top of the net.

In accordance with Rule 4, the referee penalizes violations made by players, coaches and managers.

(**Note**: Immediately after the signal to stop play, the referee shall indicate with the use of hand signals the nature of the violation and the team which has the service.)

COMMENTARIES ON RULE 8, THE REFEREE

1) RESPONSIBILITIES DURING THE GAME

a) The referee is responsible for the correct conduct of the match.

b) The referee blows a whistle at the beginning of each play signalling the service and at any other time judged to be necessary.

c) Each action is considered to be finished when the referee blows the whistle.

Generally speaking, the referee should only interrupt the play when sure that a fault has been committed, and should not blow the whistle if there is any doubt.

d) Should the referee need to deal with anything outside the limits of the court, the organizers and players should be asked to help.

e) If the referee is sure that one of the other officials is not fulfilling functions as defined by the Rules, the decisions of that official may be overruled, and the official even replaced.

f) Should an interruption occur, particularly should spectators invade the court, the referee must suspend the match and ask the organizers and the captain of the home team to re-establish order within a set period of time. If the interruption continues beyond this period of time, or if one of the teams refuses to continue playing, the referee must instruct the other officials to leave the court along with the referee. The referee must record the incident on the scoresheet and make out a report which is to be sent to the Commission concerned within 24 hours.

2) DURING PLAY

a) During play, the referee should always make sure that the umpire and the scorer have time to do their work (e.g., to write the rotational orders, given by the coaches, onto the scoresheet; to note time-outs and substitutions). If the referee fails to give the other officials time to do their work properly, the scorer, for example, will not be up-to-date in recording required information on the scoresheet and therefore the possibility of making errors might occur.

b) *The end of a rally.* A rally is finished by either the referee's or the umpire's whistle. However, when each team has committed a fault, it must be decided which fault occurred first. Only the first fault should be penalized. In order to avoid any objections, the referee or the umpire must blow the whistle immediately when a fault is seen. Play begins and ends with the referee's whistle. The referee must also whistle when the ball touches the ground and/or obstructions, etc.

c) The referee must be careful if opposing team players commit faults one after the other. *It is always the first* fault that must be penalized. For example, if a spiker strikes the ball while the ball is on the opponent's side and immediately afterwards the blocker touches the net, this second fault happens after

the completion of the previous action, and therefore must not be penalized.

d) If the court gets slippery and players object, the referee should allow time for it to be wiped dry. First, however, the umpire should check that the court is slippery.

e) If any player's clothing is torn during the match, the referee should allow time (a few seconds) for it to be replaced. The referee should signal a time-out. However, the referee should not allow any intentional delay of game.

f) The referee should use international signals and no others.

g) *Requests, protests and penalties.* Only the referee may speak to the players, through their captains, coaches and team officials. The umpire may not speak to the players, coaches or team officials, and may not award penalties, and neither may the scorer nor the line judge.

h) **It is recommended that the referee remain on the stand during entire match except in the event of a protest, personal reasons, scoring difficulty which the umpire is unable to settle and the 5-minute intermission between games 4 and 5. At the end of the match, the referee shall verify the scores of each game and sign each scoresheet.**

3) COLLABORATION WITH OTHER OFFICIALS.

a) The referee must work with the other officials (the umpire, the scorer, and the line judges.) The referee *must allow them to do their own work.* For example:

b) After whistling for the end of a rally, the referee should immediately look at the other officials. When deciding whether a ball was in or out, the referee should always look immediately at the line judges concerned. (In fact, the referee should first look at the umpire and all four line judges.) During the match, the referee should frequently look at the umpire, who is positioned opposite and facing the referee, to see whether the umpire is signalling a call, e.g., four touches, consecutive touches by the same player, etc.

c) The decision whether or not a ball that went out did or did not touch the block, *is made by the referee, the umpire and the line judges.* It is not good refereeing to ask the blockers, after protests from their opponents, whether or not they touched the ball. This should not be done.

The referee should encourage and accept an honor call by a player.

d) The referee must watch carefully the moment the ball is hit

and make the decision in conjunction with the other officials.

e) By prior agreement, the umpire may signal but may not whistle faults which are hidden and not seen by the referee (four touches, double touch, lifting, etc.)

f) The referee may change any decision of the other officials or reverse the referee's own decision. If there are conflicting decisions by the referee and umpire, the referee may choose to:
   (1) Repeat the referee's decision if it is correct, setting aside the umpire's decision.
   (2) Change the referee's decision if it is incorrect.
   (3) Award a replay if both fouls were simultaneous.
   (4) Overrule an umpire's incorrect decision which might have stopped play and direct a replay.

g) If the other officials notice any irregularities, they should signal to or so speak to the referee. It is always the referee, and always will be, who awards penalties according to Rule 4.

RULE 9. THE UMPIRE

The umpire shall take a position on the side of the court opposite and facing the referee, and shall

1) Make calls regarding the crossing of the center line under the net and the attack lines.
2) Signal any contact of the ball with an antenna or a ball crossing the net not entirely between the antennas.
3) Keep official time of time-outs.
4) Supervise the conduct of coaches and substitutes on the bench.
5) Authorize substitutions requested by captains or coaches of the teams.
6) Judge contact with the net except those over or near the top of the net.
7) Supervise the rotation order and positions of the receiving team at the time of service.
8) Call to the attention of the referee any unsportsmanlike actions.
9) Verify, at the beginning of each game, the positions of the players of both teams in order to ascertain that the lineups correspond to the serving order listed on the scoresheet.
10) Watch for contact of the ball with any foreign objects.
11) Give opinion on all matters when so requested by the referee. (**Note**: The play is considered as ended when either the referee or umpire blows a whistle.)

COMMENTARIES ON RULE 9, THE UMPIRE

1) DURING THE MATCH

a) Whenever a time-out is requested, the umpire takes possession of the ball and signals to the referee the number of time-outs already claimed by each team; and then tells the captain and coach of each team the number of time-outs they have had.

b) The umpire will only allow a substitution when the player who is to go on the court is standing ready near the scorer's table.

c) Should the referee suddenly be indisposed, the umpire must take charge of the game.

d) When the referee blows the whistle for the teams to go on court, the umpire and the scorer must check that the players are in their correct positions as noted in the lineup sheet and the scoresheet. Check positions with players on the court. If the players are not in the correct order, the umpire shall see that they arrange themselves correctly. There is no penalty.

e) The umpire's whistle should be blown for any fault except one of ball-handling.

f) The umpire may signal the referee that a ball-handling fault was observed but may not sound the whistle. If the referee wishes, the foul may be called or ignored. If the referee does not see the umpire's signal or chooses to not call it, the game continues without interruption.

g) If the coaches or substitutes contravene the rules while on the bench, the umpire must whistle and tell the referee. It is the referee who will award the penalty.

h) If the umpire overhears players insulting their opponents, the whistle should be blown immediately. Walk across to the referee to explain the call. The referee will award the penalty.

i) The referee may give the umpire permission to assist with net contacts over and near the top of the net in the event the referee does not see the net contact.

2) END OF MATCH

Sign the scoresheets.

RULE 10. THE SCORER

The scorer's position is on the opposite side of the court from the referee and behind the umpire. The scorer shall perform these duties:

1) Before the beginning of a match, record on the scoresheet the names (and numbers) of the players and substitutes and take the signatures of the captains and coaches of the teams who are authorized to make substitutions.
2) Record the scores as the match progresses, carefully noting the number of time-outs requested during the game and the substitutions made.
3) At each new request for a time-out, announce the number of time-outs requested by each team.
4) After the toss of the coin and before each game, record on the scoresheet the positions of the players on the court in their serving orders. The positions of the team serving first are listed first on the match sheet.
5) During the progress of the game, make sure that the serving order and rotation of players is followed correctly.
6) Signal the changes of side at the end of each game and when the leading team has eight points in the deciding game.
7) During interruptions of play, indicate to the referee the number of time-outs taken by each team.
8) Secure the signatures of the officials at the conclusion of a match.

COMMENTARIES ON RULE 10, THE SCORER

1) **DURING THE MATCH**
   a) The scorer, when asked, must tell either of the coaches or captains the number of substitutions and time-outs they have already been given.
   b) At the beginning of each game the coaches must give the scorer a lineup of their players on the form provided.
      The coaches must submit their lineup showing the starting floor positions and circle their first server. The circled player should be the RB of the team serving first and the RF of the team receiving first (because they will rotate upon receiving the ball for their first service).
   c) The scorer must control the order of service and must score each point and make sure that the score on the scoreboard corresponds with the scoresheet.
   d) During the match, the scorer should check that, at each rotation, the server is the player whose number appears on the scoresheet. If the serving team is about to serve out of rotation, the scorer should blow the whistle and advise team of correct serving order so that no fault is committed. If the

scorer forgets to check proper serving order **and the wrong server contacts the ball,** the serving team will be penalized. The scorer may draw attention to the fact that there is a mistake, with either a whistle or the horn.

e) The scorer must write all remarks and incidents that lead to penalty or disqualification of a player on back of the scoresheet.

2) END OF MATCH
Secure **referee's verification of the scores and signature.**

RULE 11. THE LINE JUDGES

At least two line judges are placed diagonally opposite each other, one at each end of the court other than the service area, at a minimum distance from the corner of 1 m. (39") indoors and 3 m. (10') outdoors. Each line judge watches the sideline and endline nearest and is responsible for signalling to the referee when a ball is "out" by raising the flag, or "in" by lowering the flag towards the court.

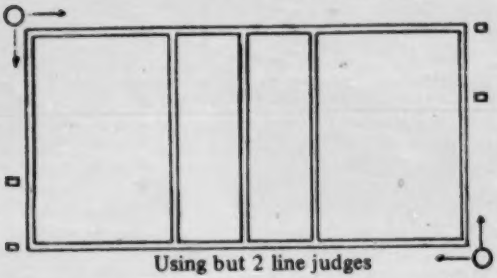
The line judges also signal the referee when:

1) Errors are made by a player when serving
2) The ball does not pass over the net completely between the antennas or their indefinite extensions
3) The ball, which is "out" was contacted by a player (of the receiving team) before it was "out."

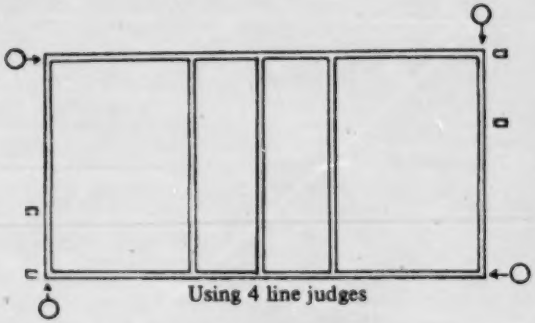
COMMENTARIES ON RULE 11, LINE JUDGES

1) Whenever a line judge needs to attract the attention of the referee to a fault committed by a player, or to rude remarks made by a player, the flag must be raised and waved from right to left.
2) For important competitions, it is recommended to use 4 line judges rather than only 2.
3) **When using four line judges, they should be positioned approximately 4' from the corners on the extension of the line which is their responsibility. When only two line judges are used, they should be positioned within 6"-10" of the corner joining the two lines of their responsibility.** Line judges shall be standing.
4) The organizers must provide each line judge with a flag, the color of which contrasts with the color of the ground. If there are four line judges, each must take one line.
5) Faults should be signalled very clearly.

Note: ○→ Position of line judges watching sidelines as per arrow.



Using but 2 line judges



Using 4 line judges

6) According to international practice, a line judge is expected to signal every foul occurring in relation to the line for which the line judge is responsible. The line judge should signal even if an out ball was touched by a player, or touched one of the antennas.
7) Where experienced line judges are used, it is recommended that the referee instruct them to automatically signal when the ball, which is out, was contacted by a player (of the receiving team) before it was out.

CHAPTER IV
RULES OF PLAY
RULE 12. DURATION OF THE GAME AND CHOICE OF TEAM AREA

Article 1. NUMBER OF GAMES IN A MATCH—All matches shall consist of the best three out of five games.

Note: For tournament play, the number of games in a match may be modified to meet the time schedule.

Article 2. CHOICE OF PLAYING AREA—The captains will call the toss of a coin for the choice of team area or the service. The winner of the toss chooses either the playing area or the right to serve first.

Article 3. CHOICE OF PLAYING AREA FOR DECIDING GAME—Before the beginning of the deciding game, the referee makes a new toss of the coin to decide the choice of playing area or service.

Article 4. CHANGE OF PLAYING AREAS—After each game of a match, the teams will change playing areas, except in the deciding game.

Article 5. CHANGE OF PLAYING AREA IN DECIDING GAME OF MATCH—When teams are tied in number of games won in a match, and one of the teams reaches eight points, the teams will change playing areas automatically. The serving will continue by the player who served prior to the change. In case the change was not made at the proper time, it will take place as soon as the referee or one of the captains notices. The score remains unchanged.

Article 6. INTERRUPTIONS OF PLAY

a) Time-out for rest may be granted by the referee or umpire only when the ball is dead. In requesting a time-out, the captain or coach must indicate whether the time-out is for rest or substitution. If such indication is not given, the referee will assume that the time-out is for rest.

b) During a time-out the players are not allowed to leave the court and may not speak to anyone except to receive advice from their coach, who, however, may not enter the court.

c) A team is allowed two time-outs for rest in each game. The length of a time-out is limited to 30 seconds. Two consecutive time-outs for rest may be requested by either team without the resumption of play between time-outs. A time-out for rest may be followed immediately by a request from either team for a substitution.

d) If, in error, a third time-out for rest is requested, it shall be refused and the captain or coach making the request will be warned. In case of a repetition during the same game, the offending team will be penalized with loss of service, or if the opponents were serving, a point awarded.
e) Following the substitution of a player, the play will be resumed immediately, and no one, including the coach, is allowed to advise the players during the substitution.
f) In case of injury, an interruption of three minutes will be allowed and will not be counted as a time-out for rest IF the injured player cannot be replaced. As soon as the referee notices an injury, play will be stopped, and the referee will direct a play-over when the game is resumed.
g) A maximum interval of two minutes is allowed between games of a match. Between the fourth and fifth game of a match, this interval shall be five minutes. The interval between games includes the time for change of playing areas and submitting of lineups.

Article 7. INTERRUPTIONS OF THE MATCH—If any circumstances or series of circumstances prevent the completion of an international match—such as bad weather, failure of equipment, etc.—the following shall apply:
a) If the game is resumed on the same court after one or several periods not exceeding four hours, the results of the interrupted game will remain the same, and the game resumes under the same conditions as before the interruption.
b) If the match is resumed on another court or in another facility, results of the interrupted game will be cancelled. The results of any completed game of the match will be counted. The cancelled game will be replayed under the same conditions as before the interruption.
c) If the delay exceeds four hours, the match shall be replayed, regardless of where played.

COMMENTARIES ON RULE 12, DURATION OF THE GAME, CHANGING SIDES, TIME-OUTS

1) DURATION OF MATCHES

Matches may consist of the best 2 out of 3 games when time available is a limiting factor or when teams are required to play several matches during one day. When only two teams are involved in competition, the best 3 out of 5 games is advocated. In special com-

petition situations where brackets, pools, round-robins, etc., are the format, a set number of games may be the mode.

2) TIME-OUT FOR REST

a) As soon as a time-out has been granted, the ball must be given to the umpire.

b) Time-outs may be shortened if the captain or coach who asked for them wishes.

c) The extension of the first time-out is penalized by automatic accordance of the second time-out, whose entire length may then be used. The extension of the second time-out will be penalized by the referee and is recorded on the scoresheet. (Rule 5, Article 2c.)

d) If the captain or the coach of either team asks the umpire for a time-out or a substitution after the referee has blown the whistle, the umpire must refuse. If however, the umpire blows the whistle and play is stopped the team asking for the time-out is not penalized; the ball is replayed.

e) To better explain the idea of the rule concerning time-out, a recapitulation is given:

(1) When the ball is dead, the teams have the right to ask for all their time-outs during the same interruption of play. Time-outs may be awarded successively: e.g., Time-out A, Time-out B, Time-out B, Time-out A.

(2) When the ball is dead, a team may only ask once for substitution. A team may ask for several substitutions but in this case the coach must make it clear, at the moment of requesting substitution, that several changes will be made. However, the umpire should allow the changes to be made one after the other so that the scorer may note them properly.

(3) **It is permitted to ask for substitution on multiple occasions during a team time-out because such action does not delay the game. In addition, an additional substitution may be requested upon conclusion of the time-out period even though a team might have requested substitutions during the time-out for rest.**

(4) During the same interruption of play, a time-out may be requested after a substitution, etc. However, no team may make two successive requests for substitutions: Substitution A, Substitution A, is not allowed.

f) When a player is injured, the referee should ask for a substitution to be made **as soon as reasonably possible.** The referee may only award the special three-minute "injury" time-out if

there is absolutely no possibility of substituting the injured player, i.e., if the team has only six players. If a team has more than six players, an abnormal substitution is allowed, if necessary. An abnormal substitution, due to injury, should be noted on the scoresheet as such.

g) The umpire must ask for the lineup tickets for the following game as soon as a game has finished, and ensure that the two-minute interval between games is not prolonged. The **two-minute interval between games begins when the umpire verifies that the 15th point has been recorded. The teams are then sent to the endlines and rotated to the other court and lineups are submitted.**

h) Any interruption of the match should be recorded on the scoresheet.

3) CHANGING SIDES

a) Changing sides during the final game must be done with a minimum of delay. No instructions can be given to the players as they change over. The players must assume the same positions on court as they were in before the change.

b) As soon as the change has been made, the scorer must make sure that the players are in the correct positions.

c) In directing the change of courts in the middle of the deciding game, the referee may:

(1) Signal the teams to the endlines and then signal the teams to change courts.

(2) Signal the teams to change courts by moving directly across under the net and take up their positions.

4) FLIP OF THE COIN

In the case of a two out of three game match, the coin is tossed again to decide choice of playing area or service, prior to the third game.

RULE 13. COMMENCEMENT OF PLAY AND THE SERVICE

Article 1. THE SERVICE – The service is the act of putting the ball in play by the player in the right back position, who hits the ball with the hand (open or closed) or any part of the arm, to send it over the net into the opponent's area. The server shall serve from within the area designated for this purpose. At the instant the ball is contacted the service is completed. The ball shall be clearly hit for the service after being thrown or released from the other hand **or hands.**

Rule 13. Commencement of Play and the Service

At the instant the ball is hit for the service, the player must be behind the end line and between the two lines marking the service area but may enter the court immediately after the ball is hit. If, after being thrown or released from the hand, the ball falls to the (ground) floor without being hit or contacted, the service shall be taken over. However, the referee will not allow the game to be delayed in this manner.

The service is considered good if the ball passes over the net completely between the antennas or their indefinite extension, without touching the net.

The service must be made immediately after the readiness-to-serve signal by the referee. If the player serves before the referee's whistle, the service is cancelled and a re-serve will be directed.

Article 2. DURATION OF SERVICE—A player continues to serve until a fault is committed by the serving team.

Article 3. SERVING FAULTS—The referee will signal side-out and direct a change of service to the other team when one of the following serving faults occurs:

a) The ball touches the net.
b) The ball passes under the net.
c) The ball touches an antenna or does not pass over the net completely between the antennas or their indefinite extensions.
d) The ball touches a player of the serving team or any object before entering the opponent's playing area.
e) The ball lands outside of the limits of the opponent's playing area.

Article 4. SERVING OUT OF ORDER—If a team has served out of order, the team loses the service and any points gained during such out of order service. The players of the team at fault must immediately resume their correct positions.

Article 5. SERVICE IN SUBSEQUENT GAMES—The team not serving first in the preceding game of a match shall serve first in the next game of a match except in the deciding game of a match. In this instance, the first serve is decided by the toss of a coin.

Article 6. DELAYING THE GAME—Any act which, in the opinion of the referee, delays the game will be penalized.

Article 7. SCREENING—At the moment of service it is illegal for players of the serving team to wave their arms, jump or form groups of two or more players for the purpose of forming a screen to conceal the action of the server.

COMMENTARIES ON RULE 13, BEGINNING OF THE GAME, SERVICE

1) If the server throws the ball in the air but does not hit it and if it touches some part of the server's body as it falls, this counts as a fault and the ball is given to the other team. The server must allow the ball to drop to the floor to avoid a penalty.
2) Service cannot be made with two hands.
3) At the moment the ball is hit, the server may not touch or step on the back line of the court. When the ball is hit, the server may touch the sidelines marking the service area, but may not cross either line or their extension. The server may not touch the baseline. The line judge concerned and the referee should watch for such faults.
4) At the moment of the service, the server may jump or move forward. As soon as the ball has been hit, the server may land on the back line or inside the court in completing the serving action. Some part of the server's body must still be in or above the service area at the moment of contact with the ball.
5) If the served ball touches the net (net ball), at the moment the opposing team is whistled for a positional fault, the server's team scores a point.
6) The service is a fault when:
   a) The player serves from outside the service area.
   b) The ball is thrown or pushed.
   c) The player serves with two hands.
   d) The service is not made following the rotation order.
   e) The ball is not thrown or released before it is hit.
7) At the moment the ball is served, all players must be on the court except the server. If one of the players crosses a boundary line, with one foot, for example, it is a fault. The umpire and the referee should watch for these faults and signal when they occur.
8) **The rule regarding overlap of all players shall apply to the CB and server. The CB must take care not to act as a screen in relationship to other players on the court.**
9) Service may be blocked, even with hands over the net.
10) The whistle for readiness-to-serve must be blown as soon as the referee considers all players are in position and ready.
11) The service must be made as soon as the referee blows the whistle. The referee will allow a delay of about 5 seconds after blowing the whistle. If a server does not serve within 5 seconds, this delay must be penalized with loss of service. EXCEPTION:

If after releasing or throwing the ball from the hand preparatory to service, the ball falls to the (ground) floor without being hit or contacted, the server may make a second and last attempt at service for which an additional 5 seconds is allowed. Any additional attempts will be penalized by loss of service.

The server is not allowed to delay service after the referee's whistle, even if it appears that players on that team are in wrong positions or are not ready.

12) **After the signal to serve, the server may bounce the ball to the floor prior to tossing it for the serve as long as the 5-second rule is not violated.**

13) **If server is prepared to serve and whistle has been blown but it becomes known that there is a wrong server, the new server may be allowed five (5) seconds providing there is no evidence of unnecessary delay on the part of the serving team. Again, as in 11) above, this privilege may not be abused.**

14) In order to clarify the interpretation of Rule 13, Article 6, it is necessary to explain that any attempt to delay the game must be penalized by the referee; after the first warning, the referee must penalize the team concerned by denoting it a serious offense.

15) **It is the intent of the screening rule to allow a fairly clear view of the server from the receiver's side of the net. Members of the serving team must make an effort to keep one meter wide (3') visual lanes between all players. Two or more players of the serving team may not stand in such a relationship that they will form a solid wall or screen when viewed from the position of the potential receiving team player. The position of the CB in relationship to the RF and CF can often form an unintended screen by not allowing the needed one-meter visual lane to view the server.** The penalty for screening is loss of service.

16) The directional flight of the serve should be considered when determining a screen.

17) **The referee must evaluate the relationship of the center back to any front line players as to whether those players are acting as a screen.**

RULE 14. CHANGE OF SERVICE

Article 1. Change of service takes place when the serving team commits a fault.

Article 2. The service will change sides when a side-out is signaled.

COMMENTARIES ON RULE 14, CHANGE OF SERVICE

At each change of service, the team winning the service must rotate.

Accordingly, at the beginning of the game, only the team serving the first ball remains in the same position. When this team makes a mistake, the opposite team must rotate before serving.

RULE 15. CHANGE OF POSITION

Article 1. The team which receives the ball for service (following a side-out) shall rotate one position clockwise before serving.

Article 2. At the beginning of a new game, the players may change their positions, providing the scorer has received new lineups before the beginning of the game.

COMMENTARIES ON RULE 15, CHANGE OF POSITION (ROTATION)

1) Rotation must be clockwise. In the back row, the player in the right hand corner moves to the center and the player in the center moves to the left-hand corner. This means that the player on the right in front moves to the right-hand corner in the back and serves. In this way, each player occupies each of the six positions in succession.
2) Only as the server hits the ball the players must be in their corresponding position; at this moment, they must be in the order noted on the scoresheet.
3) As soon as the ball has been hit, the players can move wherever they like, switching within the front and back lines and between the two lines of players.
4) At the beginning of each game, a team can change its lineup by putting new players on court. However, the scorer must be notified before the game of any changes that are to be made. The coaches or captains must give the scorer the lineups marked on the forms provided.
5) **If a coach fails to submit the lineup during the intermission period, a time-out will be charged the team and the coach required to submit a lineup. If the coach fails to comply with the submitting of a lineup after having been instructed to do so, a forfeit will be declared, score 15-0.**
6) After submitting a lineup to the scorer, a coach may make any number of changes, even rearranging of players, **up until the time**

of contact of the first service, without penalty. After that time any error must be corrected by using regular substitution procedure.

RULE 16. CONTACTING THE BALL DURING PLAY

Article 1. MAXIMUM OF THREE CONTACTS ON A SIDE—Each team is allowed a maximum of three successive contacts of the ball in order to return the ball to the opponent's area. (Exception: Rule 17, Art. 4, a, b.)

Article 2. CONTACT OF BALL WITH THE BODY—The ball may be hit with any part of the body above and including the waist.

Article 3. SIMULTANEOUS CONTACTS WITH BODY—The ball can contact any number of parts of the body down to the waist providing the contacts are simultaneous and that the ball is not held but hit and rebounds cleanly.

Article 4. CONTACTED BALL—A player who contacts the ball or is contacted by the ball shall be considered as having played the ball.

Article 5. HELD BALL—When the ball comes to rest momentarily in the hands or arms of a player it is considered as being held. The ball must be cleanly hit. Scooping, lifting, pushing or carrying the ball shall be considered as holding. A ball clearly hit with both hands from below is considered a good play.

Article 6. DOUBLE CONTACT—A player contacting the ball more than once with whatever part of the body, without any other player having touched it between these contacts, will be considered as having committed a double hit. (Exception: Blocking Rule 17, Art. 4, b.)

COMMENTARIES ON RULE 16, CONTACTING THE BALL DURING PLAY

1) CONTACT

a) The contact must be brief and instantaneous. When the ball has been hit hard, it sometimes stays very briefly in the hands of the player who receives it. In this case, a contact that is played from below or a high reception where the ball is received high in the air, should not be penalized.

b) The following ways of playing the ball should not be counted as faults:

(1) When the sound made is different to the sound made by

a finger tip hit, but the hit is still played simultaneously with both hands and the ball is not held.

(2) When the ball touches the player's finger-tips and immediately rebounds behind the player.

(3) When the ball is played correctly and the player's hands move backwards, either during or after the hit.

c) Faults that are seen to occur must be penalized. The referee must only look at the part of the body making contact with the ball. The referee should not be influenced by the position of the player's body before and after playing the ball. The rule makes no mention of any physical position in which the ball may not be played correctly.

d) The International Volleyball Federation and the International Referee's Commission insist that referees allow the ball to be played above the player's head and from any other position.

e) If a team makes a fourth successive touch, the umpire should signal to the referee but not blow the whistle. If the umpire signals the fault but the referee does not wish to act on this signal, the umpire should not insist. Four touches are allowed however, when the first touch by the team was a blocking attempt.

2) SIMULTANEOUS TOUCHES

A ball may contact several parts of the body at the same time but if it does not do so simultaneously, this constitutes the fault of "double contact".

3) DOUBLE CONTACT

a) The double contact fault is judged by sight; to judge it by sound is unreliable, especially if the match is played before a large number of spectators who intentionally make noises to disguise what they think may be a fault.

b) It is the referee who must decide whether or not the ball has been played correctly.

4) ACCIDENTAL CONTACT

If a player has accidental contact with any object beyond the ends of the net (e.g. a post, cables, etc. . . .), this should not be counted as a fault, provided that such contact has no effect on the sequence of play. **Deliberately grabbing the cable, pole, supports or referee's stand while the ball is in play, to prevent a net or center line violation, is penalized as a net violation.**

RULE 17. SIMULTANEOUS CONTACTS AND BLOCKING

Article 1. SIMULTANEOUS CONTACTS BY OPPONENTS—In a simultaneous contact of the ball by two opponents above the

net, the player on the side opposite the projected flight of the ball is considered to have contacted it last. After such a simultaneous contact by opponents, the team whose side the ball enters has the right to play the ball three times.

If, after the simultaneous contact, the ball lands in the playing area, the team on whose side it lands is penalized. However, if the ball lands out of bounds, the team on the opposite of the net is at fault.

If the ball is held simultaneously by two opposing players, it is a double fault and the referee will direct a play-over.

Article 2. BALL PLAYED BY TWO TEAMMATES—If two or more teammates attempt to play the ball at the same time and the ball is contacted only by one of them, this shall be considered as one contact only. When two players of the same team contact the ball simultaneously, this is considered as two contacts. (Exception: Rule 17, Art. 4, b., c.)

A player may play the ball while in contact with a teammate providing no teammate is used as a means of support to reach the ball. It is legal to hold back a player who is about to commit a fault.

Article 3. DOUBLE FAULT—When two opponents commit a fault simultaneously, the referee will direct a play-over.

Article 4. BLOCKING

a) Blocking is the action at the net of attempting to intercept the ball coming from the opponent's side. Any player is considered as having the intention to block if any part of the body is placed above the height of the net in a position at the net. Blocking can be performed by any or all players of the front line. Any attempt to block is considered as an actual block only if the ball is contacted by one or more blockers. The team which has effected an actual block shall have the right to three more contacts in order to return the ball to the opponent's area.

b) Any player participating in a block in which the ball is contacted shall have the right to make the next contact, such contact counting as the first of three contacts allowed the team.

c) If the ball contacts one or more players during the block, this will be counted as only one contact for the team even if these contacts are not made simultaneously by the teammates participating in the block.

d) Back line players may not block at the net, but may retrieve the ball in any other position near or away from the block.

e) Any blocker(s) may reach over the net; however the blocker(s) shall not contact the ball over the opponent's area until after the completion of the opponent's action which sends the ball toward the blocker's side.

Article 5. AFTER THE BLOCK - When the ball, after having touched the top of the net and the opponent's block, returns to the attacker's side, this team then has the right of three more contacts in order to return the ball to the opponent's area.

COMMENTARIES ON RULE 17, SIMULTANEOUS CONTACT AND BLOCKING

1) SIMULTANEOUS TOUCH OPPONENTS

Article 1 of this rule is designed to ensure the continuity of play. The referee must whistle only if the ball rests momentarily between the hands or arms of opposing players.

The ball must be replayed without a point or change of service being awarded.

2) SIMULTANEOUS TOUCH TEAMMATES

If there is simultaneous contact by two teammates, it is counted as two contacts and neither player may make the next play on the ball. The struggle and confusion that can occur between players in the same team in an effort to play the ball, already constitutes a sufficient handicap to that team without there being any penalty awarded by the referee; the referee must therefore avoid calling a double contact whenever two players attempt to play the ball at the same time. The referee should only penalize a double contact when it has been *clearly seen.*

3) DOUBLE FAULT

The referee must decide whether two or more faults that have been made and each signalled by one of the officials, occurred at the same time. If they did not occur simultaneously, the referee must state which occurred first.

4) THE BLOCK

a) Each ball directed towards the opponent's area, including the serve, can be blocked by one or a group of the opposing front-line players.

b) Balls passed between players of the same team that do not travel across the net may not be blocked. However, if one of these passes, through a bad technical action, projects the ball above the net so that some part of the ball is over the vertical plane of the net, the ball may be blocked since it has traveled from the opponent's side.

c) The rule governing the block allows the ball to be blocked not only above the defending team's court area but also above the opponent's court area. When blocking, a player may touch a ball on the other side of the net but only when the ball has been projected towards that player's side of the net.

d) The referee must decide whether the opposition's shot was really made first and whether the block followed. This means that in the case of simultaneous contact between the spiker and the blocker on the spiker's side of the net, the blocker's shot is illegal and must be penalized by the referee.

e) Service may be blocked with the player's hands crossing the net.

f) If the ball is traveling across the net, and no player is near enough to play it, the blocker may block with the hands across the net, after the first or second touch. On the other hand, if one of the players is near and about ready to make a play and a blocker makes contact with the ball, the block is illegal.

g) If one of the blockers puts the hands over the net and spikes the ball during the blocking action, it is a fault. However, the "blocker's arms and hands may be in any position."

h) A backcourt player may take part in any attempted block, but if the backcourt player makes contact on the block or the player(s) next to the backcourt player makes contact with the block, it will be a fault because the backcourt player has participated on the block and therefore will be penalized.

i) It is always permitted to make a block above the opponents' court once the opposition has played the ball three times.

j) Each ball directed towards the opponent's area, including the serve, can be blocked by one or a group of the opposing front-line players.

The members of a two or three-player block must be placed close to each other and at the net, if they are to be considered as a composite block and to benefit from the rule allowing contacts that are not made simultaneously by the players blocking. If the third front line player is separated from the other two players **by 1 m. (3') or more** but also attempts a block and also contacts the ball, this shall count as the first contact of the three allowable contacts following the actual block. **If the separated player is a backline player, this does not make the composite block illegal.**

k) A player is considered to attempt a block whenever the player tries to prevent the ball crossing the net by contacting the ball above the net.

l) A player may take a blocking position with the hands and arms over the net before the opponent's attack, if in so doing there is no interference with the opponent's play before their attack. It is always permitted to block with the hands and arms over the net to intercept the opponent's attack. The hands and arms of the blockers may be in any position whatsoever.

m) The ball may be contacted by one or more players taking part in the block, even if it can be seen that during the block the ball has contacted in rapid succession:
   (1) The hands (or arms) of one player after the other.
   (2) The hands (or arms) of several players, one after the other.
   (3) The hands of one or more players and then some other part(s) of the body above the waist.

   In all these cases, the block contact(s) count as a single contact. If, after the ball has contacted the block, one of the blockers contacts the ball again with another action, this counts as the team's first contact of the three allowable following the block. (Four allowable counting the block contact itself).

n) When the ball touches the top of the net, as well as the hands of an opposing blocker, the block is counted and the attacking team is allowed another three touches.

o) When a blocker touches the ball by putting the hands over the net, even over the antenna, or at a position completely outside the antenna, the action is allowed and considered as a normal block. Hence it is not a fault to make a block at a position outside the antenna.
   (1) The block outside the antenna is allowed.
   (2) The touch by the blocker(s) of the cable supporting the net is not allowed during this action.
   (3) Ball returned by blocker(s) to the spiker's side remains in play normally; if it lands out of court, it is the blocker(s) mistake, if it lands inside the opponents' court it is the opponent's mistake, since the opponent was allowed to play three times. In case a team having initially attacked, takes back the ball after a block, it has normally the right to play three times. (This last point can be an exception to Rule 18, Art. 4 of the commentaries)
   (4) If the ball is being hit outside the antenna but is blocked outside the antenna, the referee must judge whether the blockers *contacted* the ball completely on their own side

of the net. If this is the judgment, then the ball is judged to be out of bounds by the attacking team and play becomes immediately dead. The contact by the blockers is of no consequence. The ball does not have to be completely over the net before the blockers contact for it to be judged out-of-bounds. However, if the *contact* by the blockers is made **before any part of the ball crosses the vertical plane of the net,** even though outside the antenna, **the ball remains in play.** If the ball should rebound onto the blockers' side of the net, the blocking team is allowed three more plays.

RULE 18. PLAY AT THE NET

Article 1. BALL TOUCHING THE NET—When a ball in play, other than a serve, touches the net completely between the antennas, it is considered good and play continues.

Article 2. BALL CROSSING THE NET—To be good, the ball must cross the net completely between the antennas or their indefinite extensions.

Article 3. BALL IN NET BETWEEN ANTENNAS—A ball hitting the net between the antennas may be played again, other than a serve. If the ball touches the net without crossing to the opponent's side after a team's three allowable contacts, the referee shall not stop the play until the ball is contacted for the fourth time or has touched the playing surface.

Article 4. NET DRIVEN INTO A PLAYER—If the ball is driven into the net with such force as to cause the net to contact a member of the opponent's team, such contact shall not be considered a fault on the part of the latter.

Article 5. SIMULTANEOUS CONTACT OF THE NET—If two opponents contact the net simultaneously, it shall constitute a double fault.

COMMENTARIES ON RULE 18, PLAY AT THE NET

1) If, after the third allowable contact, the ball goes into the net, the referee must not blow the whistle until after the fault is committed, i.e., until the ball touches the ground or is played for the fourth time.

After a strong hit, the ball may hit the net in such a manner that it may subsequently roll over the net.

However, if the referee blows the whistle and then the ball rolls over the net, a play over shall be directed.

2) If the ball goes into the net between the antennas it can be played again (except on service), provided the player does not touch the net.

3) If the net is torn by the service, the service is lost. If it is torn during a point, after the ball has crossed the net on service, the point must be played again.

4) If, during the play, the ball crosses the vertical plane of the net below the net or outside an antenna (or its assumed extension), it may be returned to the playing team's side by a teammate, providing the ball has not yet completely crossed the vertical plane when such contact is made, **and the player meets the requirement of the centerline established for the court.** Referees are reminded that a player attempting to make a play (the player has a touch coming) may reach completely across the plane of the net and that a penalty must only be awarded when the ball is contacted while the *the ball* is completely on the opponent's side of the net.

5) A team may only direct the ball across the net between the two antennas that are affixed on both sides (*both ends*) of the net. If the opponents block a ball which is being hit outside the antenna **before any part of the ball crosses the vertical plane of the net, the ball remains in play.**

6) A player from Team B may not obstruct a player of Team A nor touch the ball while the Team A player is playing it.

7) The net may not be contacted by the players while the ball is in play. **Inadvertent contact of the net by the hair, which really has no bearing on the play, may be "overlooked" by the official. Any body contact, inadvertent or not, is penalized.**

8) If a player has accidental contact with any object beyond the ends of the net (e.g. a post, cables etc. . . .), this should not be counted as a fault, provided that such contact has no effect on the sequence of play. **Deliberately grabbing the cable, pole or supports or referee's stand while the ball is in play, to prevent a net or center line violation, is penalized as a net violation.**

9) The whistle should only be blown once a fault has been committed. Both the referee and umpire should be careful to observe this rule and, in particular, to be able to distinguish when a player touches the net (a fault) and when the net touches a player (not a fault).

RULE 19. HANDS PASSING OVER THE NET

Article 1. DURING THE BLOCK—Contacting the ball over the net above the opponent's playing area before the opponent's action to send the ball toward the opposite side is made, shall constitute a fault.

Article 2. AFTER THE SPIKE—Hands passing over the net after a spike is not a fault.

COMMENTARIES ON RULE 19, HANDS PASSING OVER THE NET

1) When one or several blockers contact the ball on the opposite side of the net, after the opposing team has completed its action of directing the ball to their opponents, this does not constitute a fault. On the other hand, if they contact the ball above the opponent's side during the play or before the opponents have completed their action of directing the ball across the net, this constitutes a fault.
2) A player is not allowed to **attack** the ball on the opposite side of the net. If the ball is hit above the **attacker's** side of the court and then the follow-through crosses the net without touching the net, such an action does not constitute a fault.

RULE 20. CROSSING THE CENTER LINE

Article 1. CONTACT WITH OPPONENT'S PLAYING AREA—Contact with any part of a player's body with the opponent's side of the court during play constitutes a fault. Touching the opponent's playing area with a foot or feet is not a fault, providing that some part of the encroaching foot or feet remains on or above the center line at the time of such contact. It is not a fault to enter the opponent's side of the court after the ball is dead as determined by the referee.

Article 2. CROSSING THE VERTICAL PLANE—Crossing the vertical plane of the net with any part of the body, with the purpose of interference or distraction of the opponent, while the ball is in play, constitutes a fault.

COMMENTARIES ON RULE 20, CROSSING THE CENTER LINE

1) A player may put hands under the net in order to play a low ball near the net, provided that player does not interfere with an opposing player.

2) Under no circumstances may a player move on to the opponent's area before the referee or the umpire has whistled to denote the end of a point or an interruption. Crossing the center line after the ball has touched the floor (play is dead) is not a fault.
3) **The extension of the center line is treated the same as the center line of the court, except that a player may completely cross that extension if there is no interference with opponents. The ball outside the court may be played as long as the *ball* has not completely passed beyond the vertical plane of the net and provided that the player playing the ball meets the requirements of the center line established for the court.**

RULE 21. BACK LINE PLAYERS

Article 1. RESTRICTIONS IN ATTACK AREA—Back line players may not direct a ball from within the attack area into the opponent's playing area unless the ball is below the height of the net when hit. From behind the attack line, a player may, in any way permissible, hit the ball into the opponent's area. A back line player spiking from back of the attack line may land on or in front of the attack line providing the take-off was clearly behind that line.

Article 2. RESTRICTIONS ON BLOCKING—Back line players may not participate in the action of blocking.

Article 3. LIMITS OF ATTACK AREA—As the attack line extends indefinitely, a back line player may not hit a ball into the opponent's half of the court from above the height of the net while outside the court and within such extended limits of the attack area.

COMMENTARIES ON RULE 21, BACKLINE PLAYERS

1) A backline player who is inside the attack zone or its assumed extension may only play the ball directly into the opposite court if, at the moment of contact, the ball is not completely above the level of the top of the net.

   In Article 1, the phrase "ball below the height of the net" is interpreted to mean the bottom of the ball must be below the top of the net. Contacting the ball when the bottom of the ball is above the top of net and directing it into the opponents' court while a backline player who is in the attack area, is a fault.
2) If a back player, at the net along with the blockers, **places part of the body above the net in an attempt to block,** and is touched by

the ball or the ball touches any of the players in that block, it is a fault, back line players not having the right to participate in a block.

However, if the block containing the backline player does not touch the ball, the attempt to block is not considered to be a fault.

RULE 22. BALL OUT OF PLAY

Article 1. BALL TOUCHING NET OUTSIDE OF ANTENNA—A ball that touches an antenna or the net outside an antenna is considered as being out.

Article 2. BALL TOUCHING OUTSIDE THE COURT—The ball is considered to be out of bounds when it touches the floor or any object outside of the court. A ball touching any boundary line of the court is good.

Article 3. The whistle of the referee stops all play. The ball is then dead.

COMMENTARIES ON RULE 22, BALL OUT OF PLAY

A ball which has passed completely beyond or across the vertical plane of the net outside the antennas or under the net is out of play.

RULE 23. POINT OR SIDE-OUT

A side-out is declared against the serving team if it commits the fault or a point is awarded to the serving team if the other team is the offender, when:

1) The ball touches the floor. (Rule 22, Art. 2)
2) A team has played the ball more than three times consecutively. (Rule 16, Art. 1; Exception: Rule 17, Art. 4a, b.)
3) The ball is held or pushed. (Rule 16, Art. 3 & 5)
4) The ball touches a player below the waist. (Rule 16, Art. 2 & 3)
5) A player touches the ball twice consecutively. (Rule 16, Art. 6; Exception: Rule 17, Art. 4b)
6) Team is out of position at service. (Rule 5, Art. 4)
7) A player touches the net or an antenna. (Rule 9, #6; Rule 18, Art. 4 & 5)
8) A player completely crosses the center line. (Rule 20, Art. 1)
9) A player spikes the ball above the opponent's playing area. (Rule 19, Art. 2)
10) A back line player while in the attack area hits the ball into the

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opponent's side of the court from above the height of the net. (Rule 21)

11) A ball has not passed over the net completely between the antennas. (Rule 13, Art. 1 & 3, c. & Rule 18, Art. 2)
12) A ball lands outside the court or touches an object outside the court. (Rule 22, Art. 2)
13) A ball is played by a player who in turn is assisted by a teammate as a means of support. (Rule 17, Art. 2). After having touched the ball, a player can touch the net support (post) without penalty.
14) A player receives a personal penalty. (Rule 4, Art. 4)
15) A team, after warning, receives deliberate instructions from coach, manager, or substitutes. (Rule 4, Art. 3, e.)
16) When a fault is committed by two opponents during the same play, only the first will be penalized. If both faults are committed simultaneously, a play-over will be directed. (Rule 17, Art. 3 & Rule 18, Art. 5)
17) A player reaches under the net and touches the ball or an opponent while the ball is in play by the opposite team. (Rule 20, Art. 2). (**Note**: Crossing the vertical plane under the net is not a fault, providing the player does not touch an opponent and does not interfere with the opponent's play.)
18) The game is delayed persistently. (Rule 13, Art. 6)
19) An illegal substitution is made. (Rule 5, Art. 2, c. & d.)
20) A team requests a third time-out for rest after warning. (Rule 12, Art. 6, d.)
21) Extension of a second time-out for rest beyond 30 seconds. (Rule 12, Art. 6, c. & d.)
22) Delaying of substitution after having used two time-outs for rest. (Rule 5, Art. 2c.)
23) Player(s) leave the court during a time-out or an interruption of play without permission of the referee during a game. (Rule 4, Art. 3, f.)
24) Player(s) stamp their feet and make distracting gestures toward the opponents. (Rule 4, Art. 3, g.)
25) Blocking is performed in an illegal manner. (Rule 17, Art. 4, d. & e.)

In addition to the above mentioned instances the serving team loses the service in the following cases:

26) If the service is not delivered from the designated serving area. (Rule 13, Art. 1)
27) If the player touches or crosses the end line at the time of serving. (Rule 13, Art. 1)

28) If the served ball crosses the net with the help of a teammate. (Rule 13, Art. 3, d.)
29) If the serve is made out of serving order. (Rule 13, Art. 4)
30) If the service is made incorrectly (Rule 13, Art. 1 & 3)
31) If the players wave their arms, jump, or form groups of two or more, the purpose of which is to form a screen to conceal the server's action. (Rule 13, Art. 7)

RULE 24. SCORING AND RESULTS OF THE GAME

Article 1. POINT OR SIDE OUT—When a team fails to return the ball over the net correctly to the opponent's side, a fault is committed. This fault is penalized by a loss of service if the team at fault was serving, or a point is awarded to the opponents if they were serving.

Article 2. SCORE OF A GAME WON—A game is won when a team scores 15 points and has at least a two-point advantage over the opponents. If the score is tied at 14-14, the play continues until one team has a lead of two points. (e.g., 16-14, 17-15, 18-16, etc.)

Article 3. FOREFEITED GAME AND MATCH—The game shall be forfeited by a team which refuses to play after the request to start the game has been given by the referee. The score will be recorded as 15-0 for each game of the match and 3-0 for the match. Exception is failure to complete a game due to injury (Rule 5, Art. 3d).

COMMENTARIES ON RULE 24, SCORING AND RESULTS OF THE GAME

1) Score of a forfeited game which has not begun because of a team's refusal to play or a team not having six players present and ready to play is 15-0 for each game and 3-0 for the match. In the event of forfeiture due to injury, the losing team retains its points scored and the winning team retains its points if it represents at least a two-point lead; if behind in score, sufficient points shall be added to the score to two points more than the score of the losing team. A team winning a game due to disqualification forfeiture shall be credited with 15 points or enough points to credit the team with a two-point win if 15 points are not at least two points larger than the score of the losing team.
2) If one team does not report to the endline when the referee sig-

nals to do so, it will be charged with a time-out. After 30 seconds they will be charged a second time-out if not ready to play. If they still refuse to take the court after the second time-out, the game will be declared a forfeit 15-0.

RULE 25. DECISIONS AND PROTESTS

Article 1. AUTHORITY OF THE REFEREE—Decisions of the referee are final.

Article 2. INTERPRETATION OF RULES—Disagreements with the interpretation of rules must be brought to the attention of the referee and solved immediately as they occur. The captain of the protesting team may be the only one to protest.

Article 3. APPEAL OF DECISION OF REFEREE—If the explanation of the referee following a protest of the captain is not satisfactory, the captain may appeal to a higher authority. The referee will continue to direct the game and will make a report later on the protest in question.

COMMENTARIES ON RULE 25, DECISIONS AND PROTESTS

1) It is recommended that each conference or league, or two opponents establish the procedure to follow in the event of a protest pertaining to interpretation of rules. It is strongly recommended that every effort be made to settle the dispute before resuming play of the protested game or certainly before the playing of any subsequent games of the match.
   Suggestions for procedure are:
   a) Stop the game at the time of the protest. The referee, umpire, coaches and captains shall consult the rulebook for the correct decision. If there is no rule to cover the situation, the referee has the power to make the final decision (Rule 8). After the decision has been made, the game/match continues to conclusion.
   b) The referee immediately writes down the facts of the protest and the captains sign. The game continues to conclusion and then the referee, umpire, coaches and captains consult the rulebook for the correct decision. If the decision that was made was incorrect, replay that game from the point of the protest to the end and then continue the match to conclusion.
2) When a question pertaining to interpretation of the rules has not been settled satisfactorily by the conference but is to be carried to a higher authority for decision, the exact details of the game situation, including all players and their positions at the

time of the protest, with a clear description of the situation in question, shall be put into writing immediately and signed by the referee and captains. The game/match shall proceed as directed by the referee. At the end of the match the protesting team shall make a full report to its governing body or the NAGWS rules interpreter for a final decision. If the protest is judged by the governing body or NAGWS rules interpreter to be valid, begin the protested game again from the point of the protest and replay the remainder of the match to conclusion. The decision to replay a valid protest would ultimately rest with the two opposing teams and their governing body.

3) Under tournament situations there should be a protest committee or interpreter who shall make final decisions on protests pertaining to rule interpretation. Play should be suspended until a decision has been made on the protest by this committee or interpreter. This decision will be final.

RULE INTERPRETATIONS

Inquiries on interpretations of rules may be obtained by writing directly, or calling with a follow-up written request in order to receive an official written interpretation, to:

MARTY ORNER
10072 Hill Road
Garden Grove, CA 92640
(714) 636-9527

CURRENT PRACTICES

In the transition to the international playing rules it is recognized that some of the changes will be more difficult to adapt to than others. This Current Practices section is included as part of the rules, practices which can be considered as approved for this season where the occasion demands. They are not to be considered as changes in the established rules but rather as expediences. Wherever possible, it is urged the newly adopted rules be adhered to. Whenever there is to be a departure from the established regulations, such information should be issued to all participants prior to competition and, if possible, prior to invitation and entry.

Two changes seem to have caused greater concern than most of the others, those dealing with the limit on substitutions and coaching from the sidelines. The NAGWS rules committee has modified these rules to be more applicable to an educational experience.

The official international rules, with the modifications identified in this rulebook, will be applied at the AIAW National Championships for large schools and small schools. Such is also recommended for high school competition.

The last three items (4, 5, 6 below) have to do with competition other than regular six player team play. They are practically verbatim from previous years and it is acknowledged that there are probably more deviations than compliances in actual usage. The NAGWS Rules Committee and the Committee on Rules and Interpretations of USVBA solicit the experiences of those groups and organizations which do conduct and sponsor special competitions such as beach play, doubles, triples, coed, mixed doubles, etc.

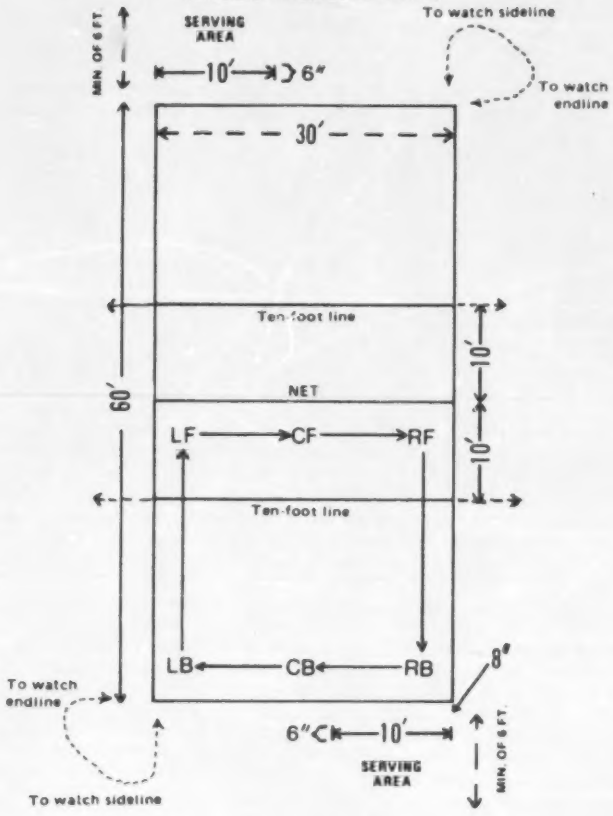
1) NET HEIGHT—In prior years the recommended net height for younger players was no lower than 6 feet. For high schools ages, the regular heights of the net for boys and girls should be the same as for men and women, respectively. The 2.42 m. (7'4-1/8") is widely used for boys and girls as well.

2) TIME GAME—In circumstances where the efficient management of a tournament or series of matches require strict adherence to a time schedule in order to complete the competitions, the time game may be employed. Such time game may be played on the basis of 8 minutes of ball-in-play-time or 15 points, whichever occurs first. Such basis must be established before the first game of a match. If one team does not have a lead of at least 2 points when time has run out, unlimited overtime shall be played without interruption by any signal designating that time has elapsed. Teams changing sides during the final game of a match when time is a factor will do so the first time the ball becomes

dead after 4 minutes of ball-in-play-time has elapsed or when one team scores its eighth point, whichever occurs first.

3) SERVICE–Where elementary and junior high school level players are in competition, it can be considered a legal service if the ball is hit directly from the other hand of the server, not necessarily dropped or tossed. If this serve is acceptable, it should be established in advance or otherwise agreed upon mutually before competition starts and the officials should be notified. In such levels of team play, participants should be encouraged to develop ability and skills necessary for a serve which does satisfy the requirements of the written rule.
4) COED PLAY–The rules in general shall govern play for females and males on the same team with the following exceptions:
   a) Serving order and positions on the floor should be an alternation of male and female, or vice-versa.
   b) When the ball is played more than once by a team, one of these contacts must be by a female player.
   c) The net height shall be 2.43 m. (7'11-5/8").
   d) One back court player may also block when there is only one male player in the front line.
5) BEACH PLAY–The rules in general shall govern play on beaches with the following exceptions:
   a) The net height shall be 7'10" on hard packed sand and 7'9" on loose packed sand
   b) Playing areas shall be changed during each game after multiples of 5 points have been scored.
   c) Ropes shall be used as boundary lines and center line.
   d) A player may not contact the center rope.
   e) A player's foot may be under the center rope if the foot does not contact the rope.
   f) If the sand moves the center rope because of a player's action, it is not a fault. (**Note**: d, e & f are probably obsolete under current center line allowances.)
6) DOUBLES PLAY–The rules in general shall govern play for two player (doubles) teams with the following exceptions:
   a) The court shall be 30' wide and 50' long.
   b) There shall be only 2 players with no substitutes.
   c) There shall be only 2 positions, left and right half areas.
   d) The service shall be made from the right half of the team area.
   e) A game is won at 11 points, or if time is a factor, after 5 minutes of ball-in-play time has elapsed, whichever occurs first.

VOLLEYBALL
COURT DIAGRAM
(ENGLISH MEASUREMENT)



COURT DIAGRAM

Instructions For Use of
OFFICIAL VOLLEYBALL SCORESHEET

The scorer shall first prepare the scoresheet by printing the information required for upper and lower part of scoresheet. Scorer shall then get the roster and lineup sheet from each team. The team representative shall write the player's numbers on the lineup sheet before the start of each game. The scorer shall verify the players' numbers by checking with roster.

After the toss for serve and playing area, the scorer shall print, on left side of scoresheet, the name of team that will play in left area and, on right side, the team in right area and mark a cross in "first serve" square of team serving first. The scorer shall then write the players' numbers in serving order from the lineup sheet and write c after captain's number.

A team's roster and lineup sheet should be placed next to scoresheet on the side which shows their name. The roster should be on top so scorer can verify the substitute by checking the number with roster.

Scoring for first round of serves should be in black (or blue), second round of serves in red, third round of series in black (blue), etc.

An eraser never should be used. If scorer personally makes a mistake, it should be slashed, with reason for change written on back of scoresheet (with asterisk).

The symbols at the top of the scoring column are for ball in play and are the only items that should be written in the circle. These are for recording the serve of a player and one of the three possible results—point, rotate or playover. Scorer shall draw the circle for the serve when ball is hit and not before or after (circle should contact both upper and lower lines). This gives scorer a required control. When the referee signals point, the scorer shall write the point number in the circle and draw a circle around that point number in running score column. A slash is never used in the running score column. When the referee signals playover, the scorer shall write P in the circle, and when rotation or side-out are signaled, write R in the circle. Write the symbol in a square when no serve is involved.

Code letters, as defined in lower left corner of scoresheet, are used for other action. They are recorded in scoring column, on serving team's side of scoresheet, on the line of player next serving the ball, before drawing the circle for the serve. If the action is by opponents of serving team, an X is marked after the code letter. Numbers of players involved are written after the code letters. When points are cancelled, the code letter is written next to the score in running score column, and a line drawn through the point in scoring

column. When cancelled points are remade, a circle is drawn around code letter in running score column.

When a team protests a referee's rule interpretation, the score and time elapsed should be written in protest block and facts concerning the protest should be written on back of scoresheet.

When sides are changed during the deciding game of a match, the code letter C is written after the last serve and also next to the score in running score column.

When game is finished, the scores should be written in "Score of Game" section in black (blue), with winning team listed on top. Time game finished should be recorded, and scoresheet signed by scorer and referee.

EXPLANATION OF SCORING IN EXAMPLE

In this sample game, most of the anticipated errors/violations are illustrated to give the reader an opportunity to become better acquainted with proper scoring procedures. The example represents the official International rules allowing only 6 substitutions. Adjust for 12 substitutions rule.

In this 3rd game of the match, Blue team serves first.

Ⓟ Ⓡ Blue 2 serves twice, volleys resulting in a playover and rotate.

① ② Ⓡ Gold 17 serves two fast points; the third serve is a rotate.

① S14/10 Ⓡ Blue 8 serves their first point; the coach substitutes 14 for 10. Besides recording S14/10 in the scoring column, scorer draws a line through Blue 10 in "players numbers column" and writes 14 beside it, while team substitution #1 is circled. Player #8's second serve results in a rotate.

③ ④ TxSx5/20 ⑤ Ⓡ Scorer notices that #7 is holding the ball to serve, but #1 is supposed to be the next server. Before the ball is served incorrectly by player #7, scorer sounds horn (or whistle). Position of Gold team is corrected before the illegal service, and no penalty is given. Gold #1, the correct server, then serves points 3 and 4. Opponents call time-out, then substitute 5 for 20. Gold #1 serves one more point then serves a rotate.

② ③ Ⓡ Blue #14 serves three times, scoring two points before losing the serve.

S15/7Sx16/14ex16 Ⓜ Gold #7, the captain, is due to serve, but before doing so, the coach substitutes player #15 for #7. Coach designates player number 9 as the new floor captain. Scorer puts small c next to player #9 in "players numbers column". The opponents' captain substitutes player #16 for #14. Scorer immediately indicates this is a wrong position entry and refuses the sub-

Date May 13, 1976 Day Thurs. | Time match scheduled 1:00 p.m. | DIVISION Women

Tourney NAGWS Invitational | Time game started 2:05 p.m. | COURT 2

Place Washington, D.C. | Time game finished 3:02 p.m. | MATCH 28

team GOLD				first serve	BLUE team			
players' numbers in serving order	Served ○	Point ③	Rotate R	Play-over P	SCORE	players' numbers in serving order	Served ○	Point ⑩	Rotate R	Play-over P
17	①②R R				1 1	7, 13	P R T S AxDM H F2 K			
1	③S TxSx 5/20 5 R S 14/4 L11 U R				2 2 3 3 4 4 5 5 6 6 C	8	①S 14/10 R S ix3 Sx 13/5 ④ R			
7c 14 7c	S 15/7 Sx 14/9 2x 16 W ② Sx 14/6 Tx Fx H Exx Fx2 M Sx 13/6 R				W 7 7 8 8 9 9 C 10 C M	10 14 10	②③R R			
7 15	S W3 R S Tx R Sx 6/14 Lx 15				10 10 11 11 12 12 13 13 14 14 15 15 16 16 17 17 18 18 19 19 20 20	20 5 20	P AxZx ④ Y2 Sx 11/4 R ⑩ R			
4 14 4	⑦⑧CSx 10/19 20/5 ⑨ TX Yx ⑩ R					16	⑤R			
9 2	S 7/15 4/4 R					12c	⑥R			

① ② ③ ④ ⑤ 6 7 8 9 10 11 12 SUBSTITUTIONS ① ② ③ ④ ⑤ ⑥ 7 8 9 10 11 12

1 2 time-out ① ④

Score of Game 1 2 ③ 4 5

5	Protest Score Explain on back	3
Time Elapsed		4:04

team	pts
GOLD	15
BLUE	10

Code

S	substitution	C	change courts
/	injury	A	ask question
T	time-out	D	delay of game
Y	warning	Z	protest
E	expulsion	M	ref. mind chge.
#	wrong pos. entry	□	no serve
W	wrong server	X	for opponents
L	Limitation on Substitution		
T	Technical Foul		

officials	line judges
referee NANCY DAVIS	CAROL GREEN
umpire PAT MILLER	SANDY NORMAN
scorer DONNA STEIN	ROBERT BAKER
timer SARA TAYLOR	SCOTT DRAKE

OK'd

Scorer Donna Stein

REFEREE Nancy Davis

81

stitution (since 14 went into this position as a substitute, only the original starting player may go back to this position). Scorer correctly slashes through entry and does not count it as a team substitution; no penalty. Gold player #15 should serve, but #3 serves instead.

Ⓢ W3 Ⓡ Referee blows whistle for service, and player #3 serves the ball. Scorer marks circle for the serve next to the player who serves incorrectly and sounds horn to stop play as soon as error is realized; but meanwhile, the referee signals a point on the mishandled serve. Scorer marks point 6 in the circle and circles point 6 in the running score column. Umpire checks lineup sheet and scoresheet and agrees. (Scorer didn't notice wrong server in time to keep player from serving in the wrong position, and serving team is penalized.) Referee takes away point 6 and signals side-out. Scorer lines out point 6, writes W3 (player #3 was wrong server), and puts the penalty rotate in a square because no serve is involved. The symbol W is put in a square by player #15 to show what happened to the serve. A "W" is placed beside point 6 in the running score column.

Ⓟ AxZx ④ Y2Sx11/4 Ⓡ Blue #5 serves and the referee signals playover. Gold captain questions the decision to playover, then protests the decision and the game. In a timed game, scorer records time remaining to play (clock indicates 6 minutes and 4 seconds remain), and the score at the point of protest is Gold 5, Blue 3. Protest claims are written on the back of the scoresheet. Game is delayed while decision is made on protest. In this case, protest is denied and game continues. Blue #5 makes point 4. Referee holds up a yellow card and points to Blue #2, warning #2 to stop the derogatory remarks towards Gold opponents regarding the protest. Scorer notes remarks on back of scoresheet. Blue captain, #9, calls for a substitution, player #11 for #4, then Blue's next service goes into the net.

6 Tx Ⓡ After serving out of turn, it is Gold #3's turn to serve (note same color twice on wrong server). The player serves point 6, and scorer circles code letter W in the running score column to indicate point 6 was remade. Opponents call for a time-out. Scorer records and circles second time-out for Blue. Gold #3 serves a rotate.

⑤ Ⓡ Blue #6 serves point 5, then a rotate.

⑦ ⑧ CSx10/14 20/5 ⑨ TxYx ⑩Ⓡ Gold player #11 serves points 7 and 8. Scorer signals change of sides (point 8 is reached before 4 minutes elapse). Scorer writes the change symbol C in three places, two in the running score column to note the score of 8 to 5 at the change point. Scorer then checks lineups on the floor. Before referee blows whistle for service, Blue captain calls for a multiple

substitution, players 10 for 14 and 20 for 5. Scorer circles team substitutions 3 and 4. Since these players are the original starting players in the game, they may reenter the game in their original positions. Gold #17 serves point 9; Blue coach forgets and calls for a third time-out. Scorer refuses the time-out; referee holds up yellow warning card. Scorer slashes through time-out, shows the warning given to the team, and marks a third time-out in a square in the center of the scoresheet, with a slash through it to show the time-out was not used. Gold #11 serves point 10, then serves a rotate.

⑥ Ⓡ Player #12, the captain, serves point 6, then serves a rotate.

S7/15 4/11 Ⓡ Before Gold #9 serves, a multiple substitution is called for, player #7 for #15 and player #4 for #11; Gold #9 indicates that #7 is again the floor captain. Scorer slashes the c next to player #9 in the "players numbers column" and adds a 'c' next to #7 entering the game. Team substitution numbers 3 and 4 are circled. Gold #9 serves a rotate.

This completes the first round of serves for all players. Scorer reaches for red pen, ready for the second round.

⑦ Ⓢ AxDM Ⓟ F2 Ⓡ Blue player #2 serves points 7 and 8. Gold captain questions the referee about the ball being inside or outside the line. There is an Official's Delay while the referee confers with umpire and line judge. Referee changes point 8 to a playover. Scorer puts slash through the referee's first decision, writes code letter M, and puts referee's second decision in a square because no serve was involved. (Circle is only used to indicate the ball is actually served.) Next to point 8 in running score column, scorer writes the code letter M. Blue player #2 shouts a derogatory remark to the opponents (the second time). Referee holds up a red card, points to offender, and signals side-out. Scorer records remark made by player #2 on back of scoresheet as well as noting technical foul on player #2 in scoring column; the side-out is recorded in a square.

Ⓡ Gold #17 serves a rotate.

Ⓢ ix3Sx15/3 ⑨ Ⓡ Blue #8 serves point 8. Scorer circles the M in running score column indicating the 8th point is remade. Referee notices that Gold #3 was injured during the volley and is not able to remain in the game. Since Gold team has no additional players on its roster, a substitution who has already played in another position may replace the injured player, regardless of position. Gold captain puts player #15 in for #3. Blue #8 serves point 9, then a rotate.

S~~M~~/4 L11 ⑪ Ⓡ Before Gold #1 serves, the coach substitutes 11 for 4. Player #11 has already been in the game once, and a substitute player who has already played cannot reenter the same game (exception: injury). Scorer slashes through the substitution,

shows player #11 has already had the limit (code letter L). No penalty–substitution request denied. Gold #1 serves twice, making point 11 and a rotate.

Ⓡ Blue #10 serves into the net.

⑫ Sx16/6TxFx [13] Ex2Fx2 [14] Sx13/2 Ⓡ Gold captain #7 serves point 12, and Blue captain calls for a substitution, player #16 for #6. (Earlier in the game, captain tried to put #16 in for #14, but the entry was refused because only the original starting player may replace a substitute in the same game.) Scorer records substitution, but player #16 does not enter immediately, and referee charges time-out (the fourth). A technical foul is given (referee holds up a red card), point 13 for Gold team in a square. Blue player #2 loses control and verbally abuses the opposing team and official. Referee holds up both yellow and red cards, calls the Blue captain to the stand and advises that player #2 is out of the game. Scorer records information on back of scoresheet. Referee awards an additional point to Gold team. Blue captain substitutes player #13 for #2, which uses the final team substitution. Gold #7 serves a rotate.

⑩ Ⓡ Blue #20 serves point 10, then a rotate.

Sx6/16Lx ⑮ Before Gold #15 serves, Blue captain substitutes #6 for #16. Since this would be a seventh team substitution, the substitution is denied–no penalty. Gold #15 serves game point, number 15.

Scorer fills out the rest of the scoresheet in black (or blue), recording winning team, Gold with 15 points, on top–then Blue with 10 points; the time the game ended. Scoresheet is checked carefully to insure its completeness; scorer signs name and makes sure referee signs name to all three scoresheets.

TEAM ROSTER

TEAM _____ DATE _____

	NO.	FULL NAME
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		

COACH _____ SIGNATURE _____

CAPTAIN _____ SIGNATURE _____

VOLLEYBALL LINE-UP SHEET*

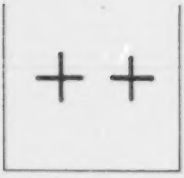
National Association for Girls and Women in Sport

TEAM _____ MATCH _____

Write only the players' numbers

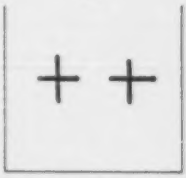
1st game

NET



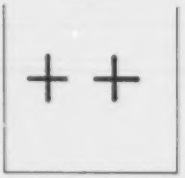
2nd game

NET



3rd game

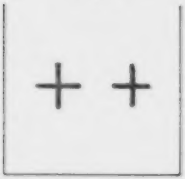
NET



C – Captain O – Player serving first. Enter players' numbers in their starting positions.

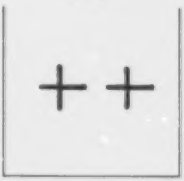
4th game

NET



5th game

NET



*May be purchased for $1.00 from AAHPER Promotion, 1201 16th Street, NW, Washington, DC 20036.

AIAW Championship Results

AIAW NATIONAL VOLLEYBALL CHAMPIONSHIPS FOR 1978-79

Large College

University of Alabama
University, Alabama 35486
Ann Marie Lawler, Meet Director
December 7-9, 1978

Small College

Florida Tech University
Orlando, FL 32816
Lucy A. McDaniel, Meet Director
early December 1978

DGWS NATIONAL INTERCOLLEGIATE VOLLEYBALL CHAMPIONSHIP – RESULTS

1969-70, California State College, Long Beach

1st Place: Sul Ross State University, Alpine Texas
2nd Place: University of California, Los Angeles
3rd Place: San Diego State University, California
4th Place: California State College, Long Beach

1970-71, University of Kansas, Lawrence

1st Place: Sul Ross State University, Alpine Texas
2nd Place: California State College, Long Beach
3rd Place: Southwest Texas State University, San Marcos
4th Place: University of Oregon, Eugene

1971-72, Miami Dade Community College – South, Florida

1st Place: University of California, Los Angeles
2nd Place: California State University, Long Beach
3rd Place: San Fernando Valley State College, California
4th Place: University of California, Santa Barbara

AIAW NATIONAL INTERCOLLEGIATE VOLLEYBALL CHAMPIONSHIP RESULTS

1972-73, Brigham Young University, Provo, Utah

1st Place: California State University, Long Beach
2nd Place: Brigham Young University, Provo, Utah
3rd Place: University of California, Los Angeles
4th Place: Southwest Texas State University, San Marcos

Large and Small Colleges

1973-74, College of Wooster, Ohio

1st Place: California State University, Long Beach
2nd Place: Texas Woman's University, Denton
3rd Place: University of California, Santa Barbara
4th Place: University of California, Los Angeles

1974-75, Portland State University, Oregon

1st Place: University of California, Los Angeles
2nd Place: University of Hawaii, Honolulu
3rd Place: University of California, Santa Barbara
4th Place: University of Houston, Texas

Large Colleges

1975-76, Princeton University, New Jersey

1st Place: University of California, Los Angeles
2nd Place: University of Hawaii, Honolulu
3rd Place: University of Houston, Texas
4th Place: California State University, Long Beach

1976-77, University of Texas, Austin

1st Place: University of Southern California, Los Angeles
2nd Place: University of California, Los Angeles
3rd Place: University of Hawaii, Honolulu
4th Place: Pepperdine University, Los Angeles
5th Place: University of Houston, Texas

1977-78, Brigham Young University, Provo, Utah

1st Place: University of Southern California, Los Angeles
2nd Place: University of Hawaii, Honolulu

3rd Place: University of California, Los Angeles
4th Place: Brigham Young University, Provo, Utah
5th Place: Pepperdine University, Los Angeles

AIAW NATIONAL INVITATIONAL SMALL COLLEGE VOLLEYBALL CHAMPIONSHIP

1975-76, Idaho State University, Pocatello

1st Place: Texas Lutheran College, Sequin
2nd Place: University of California, Riverside
3rd Place: University of California, Irvine
4th Place: California State Polytechnic University, Pomona

AIAW NATIONAL SMALL COLLEGE VOLLEYBALL CHAMPIONSHIP

1976-77, Pepperdine University, Los Angeles

1st Place: Texas Lutheran College, Sequin
2nd Place: University of California, Riverside
3rd Place: University of Nevada, Reno
4th Place: University of San Diego, California
5th Place: University of Dayton, Ohio

1977-78, North Central College, Naperville, Illinois

1st Place: University of California, Riverside
2nd Place: Biola College, LaMirada, California
3rd Place: College of Mt. St. Joseph, Ohio
4th Place: Florida Technological University, Orlando
5th Place: University of Redlands, California

University of California at Riverside

Front row: Debbie Bock, Anna Mendiola, Nancy Morrow. *Middle row*: Barbara Olsen, Julia Kleinman, Stefani Rudolph, Mary Flesher, Stephanie Atkinson. *Back row*: Lori Cape, Kerry Howell, Leanne Miner, Mary Kohlhauer, Saundra Stevenson.

Officiating

NAGWS AFFILIATED BOARDS OF OFFICIALS

The Affiliated Boards of Officials (ABO) is one of 9 structures of the National Association for Girls and Women in Sport (NAGWS).

The following official statement of goals was approved by the ABO Executive Council (Fall, 1977) in an effort to clarify the future directions of ABO:

1. To improve the quality of officiating for girls and women's sports contests, regardless of the level of skill/maturity of players, or the rules governing the contest.
2. To increase the number of competent women officials, not to the exclusion of men, but as needed affirmative action.
3. To promote the involvement of women in the governing bodies of other sports officiating groups.

The purpose of the ABO is to promote quality officiating for girls and women's sport programs by:

(1) Developing officiating techniques
(2) Providing materials for training and rating officials
(3) Disseminating information about officiating
(4) Promoting the use of ABO-rated officials
(5) Developing standards of conduct for officials compatible with the philosophy of the NAGWS
(6) Providing the organizational and administrative structure for the coordination of Affiliated Boards
(7) Promoting standards with respect to fees, ratings and uniforms.

Approximately 190 Boards of Officials throughout the United States are affiliated with ABO/NAGWS. These boards provide opportunities for interested individuals to learn about officiating or judging and are authorized to give NAGWS ratings.

The Principles and Techniques of Officiating (PTO) Committees for each of the 11 sports in which ABO grants ratings are specifically concerned with enumerating the mechanics used by referees, umpires and judges in officiating games, meets or matches.

The Examinations and Ratings Committees for each of the 11 sports in which ABO grants ratings are responsible for preparing, revising and analyzing the officiating theoretical (written) examinations.

If you have questions concerning the techniques of officiating volleyball, write to:

DEBBIE CHIN
University of New Haven
300 Orange Avenue
West Haven, CT 06516

Information regarding study questions in this *Volleyball Guide* or on the theoretical examination on volleyball should be addressed to:

MARY RIDGWAY
Box 19478, UTA Station
Univ. of Texas, Arlington
Arlington, TX 76019

Additional information regarding ABO officiating concerns may be secured by writing:

Affiliated Boards of Officials
NAGWS Executive Secretary
1201 Sixteenth St., N.W.
Washington, DC 20036

STATEMENT OF PHILOSOPHY OF THE AFFILIATED BOARDS OF OFFICIALS: THE ROLE OF THE OFFICIAL IN THE COMPETITIVE SITUATION

Educational values should be of primary concern to all who have leadership roles in a competitive program. As one of those fulfilling leadership roles, the official must be concerned with promoting those values and with the welfare of the participant. The unique contribution of the official is assuring equal opportunity and fair play for all. The official essentially acts as an arbitrator, providing judgments that are within the spirit and intent of the rules. Decisions are based on objective evidence, free from bias and from the emotion that often pervades the competitive environment.

An official enters the competitive situation with a thorough understanding of the letter, as well as the intent of the rules, the strategy and skills of the sport to be played, and correct execution of officiating techniques to view the contest accurately. The official maintains a friendly yet reserved attitude toward all throughout the sport experience. The official is flexible, operating within officiating standards appropriate to the age of the performers, the level of skill, and the facilities available. Biases by players, spectators and coaches will be evaluated with an understanding not only of the multiplicity of ways in which individuals may react to a competitive experience but also of the behavior appropriate to such an educational experience. Duties will be performed fairly, efficiently and without drawing undue attention to the official. In order to strengthen the official's effectiveness, personal evaluation of performance will be made and solicitation of constructive criticism from coaches, players and administrators will be sought. Though receiving a fee, the ultimate reward to the official will be that of having rendered a valuable service to girls and women who have found personal meaning in expressing themselves through the medium of sport.

STANDARDS FOR OFFICIALS RATINGS IN VOLLEYBALL[1]

Note: Changes from the previous Guide have been indicated by shading.

There are six ratings for officials, five of which qualify the holder to officiate sports contests. Each is designed to meet the needs of various sports events and to stimulate interest of individuals who desire to officiate.

The *Examiner's rating* signifies the holder is qualified to rate officials.

The *Intramural rating* qualifies the holder to officiate contests in the school in which the holder is enrolled or contests of comparable level.

The *Apprentice rating* qualifies the holder to officiate contests which may be adequately controlled by a competent, but inexperienced official.

The *Local rating* signifies that the holder is qualified to officiate interscholastic and intercollegiate contests requiring a competent and experienced official.

The *State rating* signifies that the holder is capable of officiating any contest within the state or region where the rating is awarded.

The *National rating* signifies that the holder is capable of officiating any contest anywhere in the United States. This rating is for the most highly skilled official.

Specific requirements for all ratings are outlined below.

Examiner

1. Prerequisite – must have held a state or national rating for a minimum period of six years. (The six years need not be consecutive but must be within the previous eight-year period.)
2. Theoretical examination – national examination, minimum 82.
3. Duration – two years from next June 1.
4. Renewal:
   a. In order to be eligible for renewal, the candidate must have been involved in the rating or training of officials.
   b. To renew, the candidate must pass the national theoretical examination with a minimum score of 82.
   c. Should the rating lapse for one year or less, the candidate remains eligible for renewal.

[1] Note the current *NAGWS Basketball Guide* for information regarding ratings in all sports and for the most updated information about the standards and practices of the Affiliated Boards of Officials.

d. Should the ratings lapse for more than one year, the candidate must qualify through earning a State rating.

5. This rating is transferable to other Boards.

Intramural Official

1. Minimum standards – set by Affiliated Board.
2. Duration – two years from next June 1.

Apprentice Official

1. Minimum standards can be set by the affiliated board, *or* these standards may be followed:
   a. Theoretical examination – national examination, minimum **60.**
   b. Practical examination[2,3] – minimum 75; minimum number of raters: one.
2. Duration – Two years from next June 1.

Local Official

1. Theoretical examination – national examination, minimum 76.
2. Practical examination[2,3] – minimum 80; minimum number of raters: two.
3. Duration – two years from next June 1.
4. This rating is transferable to other Boards.

State Official

1. Theoretical examination – national examination, minimum 82.
2. Practical examination[2,3] – minimum 85; minimum number of raters: three.
3. Duration – two years from next June 1.
4. This rating is transferable to other Boards.

National Official

National volleyball ratings can be awarded only by the National Volleyball Rating Team of the Affiliated Boards of Officials. An official must apply to attend a national rating session (see application form, page 106). The following criteria are considered

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[3] **The highest rating a candidate may receive is determined by the highest rating held by a member(s) of the rating committee. For example, if one member of the rating committee holds a state rating, the candidate could receive a state rating.** Any rating team may include no more than one Examiner.

[3] Note commentary on **"Experimental Alternative Methods for Practical Examination"** on pages 99-101.

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prerequisites to being rated by the National Rating Team. The applicant must have:

1. officiated with a current State rating for two years or have a National rating.
2. passed the written test scoring 88 or above, administered and verified by the local officiating board chairperson.
3. officiated at a state, regional or qualifying tournament in at least one of the two previous years; *or* must have obtained signatures of three (3) *different* individuals who serve in any of the following capacities:
   a. college or university volleyball coach for women (2 maximum)
   b. volleyball ABO National Rating Team member (1 maximum)
   c. certifying Board Chairperson
   d. NAGWS-ABO National Official with National tournament officiating experience (1 maximum)
   e. officiating coordinator or tournament director of a state, regional, or qualifying women's volleyball tournament (1 maximum).

A national volleyball rating shall be valid for four years from next June 1 and is transferable to other boards.

Further information about practical requirements or location of sites for 1978 can be obtained from your local board chairperson or by writing:

MARCIA SANEHOLTZ
152 Newell St.
Seattle, WA 98109
206 - 282-8929

Experimental Alternative Methods for Practical Examinations[4]

The following alternative *practical* rating methods were approved by the ABO Executive Council (Fall, 1976) for an experimental period of two years (1976-1978). These methods may be used for all sports except Gymnastics and Synchronized Swimming. The rationale for this experiment is to:

1. absorb officials trained by other groups in an easier manner.
2. attract and train new officials.
3. open new alternatives to local boards.
4. give local boards autonomy to determine local needs and set their own standards based on those needs.
5. cut down on the person hours involved in rating and re-rating.

[4] These methods will be evaluated at the August 1978 ABO Executive Council meeting. Board chairpersons will be notified by mail as to action taken.

6. attempt to answer the frequent voiced concerns of many local boards about the present practical rating system.

Authority is extended to all boards to establish their own criteria and regulations (theory and practical) for Local and Apprentice ratings in each sport, in order to meet their own specific needs.

Local ratings earned by these experimental alternative methods shall be designated as Local E and shall be non-transferable, except as approved by the Board to which the official moves.

The following guidelines for practical examinations are recommended for earning and renewing ratings.

I. *New Candidates* (inexperienced or unregistered officials)
   A. The candidate should meet one of the following criteria:
      1. attend a series of structured clinics set up by the Board, the number to be specified by the Board or
      2. secure a passing grade and the recommendation of the instructor in an officiating course at the college level (the course must be approved by the Board) or
      3. attend officiating courses offered by another organization such as the recreation department or evening adult education. Candidate must secure a recommendation from said course. Such a course must be approved by the Board.
   B. The Board should differentiate carefully between the criteria for Local and Apprentice ratings. Criteria in addition to the above might well be required for the Local Rating.
   C. New officials shall work with more experienced officials for a designated number of contests.

II. Renewal candidates
   A. A committee of 3 examiners shall be necessary to upgrade a rating to the State or National level. In the case of basketball and volleyball, the National rating may be earned only at an NRT rating session.
   B. A candidate who wishes to renew at the current level (Apprentice through National) may:
      1. officiate a minimum of 3 contests during which a minimum of 5 evaluators are involved (present alternative method with reduction of number of evaluators) or
      2. officiate a designated number of contests per session, the number to be determined by the Board.
   C. If written complaints are received about an official renewing as in B1 or B2, a more formal rating method might be desirable.

III. Registered officials (other than probationary)
   A. Experienced officials, registered by other officiating organizations, should be awarded a Local rating upon taking and receiving a passing grade (as specified by the Board) on the

NAGWS/ABO Theoretical Test (Form A or B) and by demonstrating ability to use ABO officiating techniques. The method of demonstrating shall be specified by the Board, but should recognize the official's experience and be as uncomplicated as possible.

B. Registered officials desiring a rating higher than Local shall meet the criteria specified by ABO on pages 97-99.

Emblem and Uniform

The emblem for National officials in all sports consists of a shield. Other emblems are available for State, Local, Apprentice and Intramural officials.

The official shirt for volleyball is a navy blue and white striped tailored shirt or a navy blue and white striped jersey. A navy blue skirt, shorts or slacks, appropriate to the situation should be worn with the shirt. Officials who receive fees for officiating are required to wear the official shirt.

Note: Local Boards are encouraged to adopt uniform regulations for each contest such that each official is easily identifiable. For safety reasons, both officials should be attired the same.

The official shirts and emblems are available from The Hanold Company, Sebago Lake, Maine 04075. The company can also provide blazers. When ordering, send dress size and check or money order for correct amount. Anyone may order the official shirt. A current rating card must accompany an individual's order for an emblem; however, it is not necessary to send a rating card when ordering a shirt.

An affiliated board may wish to have a supply of shirts or emblems for distribution to newly rated officials. A quantity order may be placed *only* by the affiliated board chairperson. It is not necessary that the chairperson's rating card be enclosed, but full payment must accompany the order.

Prices: Wash-and-wear shirt, $7.50; knit jersey with zipper neck, $13.50; navy flannel blazer, $35.00; National, State, Local, Apprentice, and Intramural emblems, $1.75. (All prices are subject to change.)

Shipping Charge: 75 cents per order.

Official Uniform for National Officials Rated by the Volleyball NRT's

Navy blue and white striped shirt manufactured by Hanold; navy blue dress slacks (skirts or culottes are not acceptable); completely white socks; all white and clean shoes; and no jacket.

Note: When officiating within a local area, a National Official may have to adjust this uniform slightly to ensure easy identification within a sport contest. For regional or national championships this uniform will be expected, however.

Recommended Fees

Local boards may establish or negotiate fees that reflect the level of rating of the official as well as the type and level of competition within their locale. Boards are encouraged to establish fees in conjunction with local governing groups. The fee schedule may reflect differential pay based upon rating levels.

Registration of Officials

Most states require those who officiate either boys or girls' interscholastic contests to be registered with the State High School Athletic Association or other administrative body. All NAGWS/ABO officials who officiate high school or junior high school games are urged to cooperate fully with their state regulatory body.

Amateur Standing of Officials

An official who wishes to maintain amateur status as a participant in a sport must be aware of the ruling(s) on amateur status established by the governing body for that sport.

Amateur status is defined by high school and college governing bodies as well as by the USOC recognized national governing bodies for each specific sport.

The official who wishes to maintain amateur status as a participant is responsible for investigating the specific regulations of the governing body with jurisdiction over such eligibility.

National Governing Body for Volleyball

The United States Volleyball Association is the National Governing Body for volleyball in the United States. Information regarding the amateur status rulings of the USVBA may be secured by writing to the USVBA, 557 Fourth Street, San Francisco, CA 94107.

HOW TO BECOME A RATED OFFICIAL

1. Study the rules, the article on the techniques of officiating and the study questions.
2. Attend interpretations meetings and officiating clinics or training courses conducted in your vicinity.

3. Practice often. To some, officiating comes easily; to others it comes only as the result of hard work and concentration. Welcome criticism and work hard to improve.
4. Find out from the chairperson of the nearest affiliated board when examinations for ratings are to be held. (Consult list of boards in NAGWS Directory available from NAGWS/AAHPER, 1201 Sixteenth St., N.W., Washington, DC 20036. Cost: $3.00.)
5. Take your rating remembering that it is the aim of the Affiliated Boards of Officials to maintain high standards for officials.

INFORMATION FOR AFFILIATED BOARDS

How to Establish a Board of Officials

1. Establish the need for an affiliated board by contacting individuals in the area who have current ratings or who are interested in standardizing and raising the level of officiating badminton, basketball, competitive swimming and diving, fencing, gymnastics, softball, (fast pitch and slow pitch), soccer, synchronized swimming, tennis, track and field, or volleyball in that area.
2. Write to Edith Cobane, ABO Past Chairperson, PE 244, State University of New York, 1400 Washington Ave., Albany, NY 12222, for a sample copy of an authorized constitution for officials' boards and the *Policies and Procedures Handbook* and application for becoming an affiliated board.
3. At a designated meeting of interested individuals present plans for forming a board.
   a. Choose a name which will permit expansion of function as need may arise; do not limit title to one sport.
   b. From the group, elect a chairperson, chairperson-elect, secretary, and treasurer.
   c. Form an examining committee of at least three members for each sport in which you would like to give ratings. If any member has been rated elsewhere, such experience should be helpful; such a rating is not necessary, however. It is suggested that members of the examining committee be examined and obtain ratings from other affiliated boards whenever possible.
   d. Make plans for drawing up a constitution according to the sample copy received from the Past Chairperson of the NAGWS Affiliated Boards of Officials. Plan to devote some time to the study of the rules and to practice officiating. If possible, secure the assistance of some rated official in each sport for which the Board anticipates giving ratings.

4. Send the completed application form, two copies of the local constitution, and a check for $10 annual dues (made payable to the NAGWS Affiliated Boards of Officials) to the ABO Past Chairperson. Indicate the sports in which you wish to grant ratings by listing the names and qualifications of *3* interested individuals. Approval of the application will come from the Past Chairperson of the Affiliated Boards of Officials who will request that examination packets be sent to your Affiliated Board Chairperson for all sports in which your Board is authorized to give ratings. The process of accepting an application for affiliation of a new Board and of requesting that the proper examination packets be sent ordinarily takes several weeks. Prospective Boards, therefore, should file for affiliation at least 2 months before they wish to hold rating sessions.
5. Administer Form A of the National Theoretical Examination. Form B of the National Theoretical Examination may be administered to those who did not pass Form A. The Intramural Examination may be given as a practice test to those candidates pursuing ratings.
6. To cover expenses involved in the construction and evaluation of written examinations, boards should charge a fee each time an individual takes a written examination. The Affiliated Boards of Officials Treasurer must receive 50 cents for each written examination given by a board. Board fees can exceed 50 cents per test in order to cover operating expenses.
7. Conduct practice sessions in rating officials. All persons on the examining committee who have not previously rated officials should have a minimum of three practice sessions prior to actually rating. Secure the assistance of a rated official in these practice sessions if at all possible.
8. Give practical examinations to individuals who pass the written examination. (Note minimum number of raters required to give various ratings on page 98.)
9. Request appropriate rating cards from the NAGWS National Office for distribution to those who pass the theoretical and practical examination.
10. Send lists of approved officials to schools and other organizations in the area. This notice should indicate the fees for officiating and should give the name, address, rating and telephone number of each official.
11. Keep accurate lists of all persons receiving ratings. Forward these lists to the chairpersons of the Examinations and Ratings Committees in those sports in which your Board was authorized to give ratings. An appropriate form is included in each examination packet. Due date for submitting all forms to appropriate E&R personnel: **June 1.**

Adding Sports – Expansion of Services

Should a Board wish to add ratings in other sports, the Chairperson of the Board should write the Examinations and Ratings Chairperson (E and R) in that respective sport. (Note current *NAGWS Guide* for that sport to identify the name of the individual.) The Board should indicate the names of a minimum of 3 persons qualified to act as examiners in that sport for the next 2 years. Qualifications and experience in the sport should be listed for each potential examiner. Should your Board qualify, you will be notified directly by the E and R Chairperson and will receive a packet for administering examinations.

Maintaining Affiliated Status

To maintain affiliated status in each sport in which it gives ratings, a Board must:

1. Pay dues each year to the ABO Treasurer. (Notification will be sent each fall.)
2. Submit a yearly report to each respective E and R Chairperson regarding the current status of rated officials. (Reports for each sport must be submitted by **June 1**. Appropriate forms are included in examination packets.)
3. Submit periodic accountings yearly to the ABO Treasurer as to how many examinations have been administered. (50 cents per each examination administered is due ABO.)

Note: Examination packets are mailed yearly to *qualified* boards on:

April 1 – Soccer
August 1 – Volleyball and Basketball
September 1 – Track & Field
September 15 – Competitive Swimming and Diving, Badminton, Tennis
October 1 – Fencing
October 15 – Synchronized Swimming, Gymnastics
February 1 – Fast Pitch Softball & Slow Pitch Softball

If you do not receive your packet(s) within two weeks of the above dates, contact the designated E & R Chairperson for all sports. Exception: contact the National Office for Volleyball and Basketball packets.

APPLICATION FOR NAGWS-ABO NATIONAL VOLLEYBALL RATING

NAME:_____ DATE:_____

ADDRESS:_____ Zip_____
(City) (State)

AREA CODE & PHONE NUMBER (__)_____

LOCAL BOARD:_____
(Name of Board)

_____
(State)

This applicant has passed the NAGWS-ABO National Theoretical Examination for the 19-_____ volleyball season,
(year of exam)

Form A B , with a score of_____.
(circle)

_____
Board Chairperson Signature

I,_____, have met the following requirements to
(Applicant's Signature)
become an applicant for an NAGWS-ABO National Volleyball Rating (check only those which apply to you). (Note: In order to qualify as an applicant, you must be able to check at least *one* qualification from *Section A* AND *one* from *Section B*.)

SECTION A:

_____ 1) Have officiated with a current State rating for at least two years, *OR*

_____ 2) Have officiated with a current National rating, *OR*

_____ 3) Have officiated with an Honorary National rating.

SECTION B:

_____1) Have officiated in a Regional or National Women's Intercollegiate Volleyball Championship in at least one of the past two years, *OR*

_____2) Have officiated in a State or Qualifying Women's Intercollegiate Volleyball Tournament in at least one of the past two years, *OR*

_____3) Have been recommended by three (3) different individuals as defined on the NAGWS-ABO National Volleyball Rating Applicant Recommendation Form. (Attach forms to application)

Rating Site Preferred (if known): _____

RETURN TO:
MARCIA SANEHOLTZ
152 Newell St.
Seattle, WA 98109
BY: August 30, 1978

(This form may be duplicated.)

AFFILIATED BOARDS OF OFFICIALS
National Association for Girls and Women in Sport

NATIONAL VOLLEYBALL RATING APPLICANT RECOMMENDATION FORM

This is to certify that I have observed _____
(applicant's name)
as an NAGWS-ABO volleyball official and recommend this official to be considered by the NAGWS-ABO National Rating Team as an applicant for the National Volleyball Rating.

Position (check one):

_____ College or university women's basketball coach[1]

_____ ABO Basketball National Rating Team member[2]

_____ Certifying board chairperson[3]

_____ NAGWS National official with National Tournament officiating experience[4]

_____ Officiating coordinator or tournament director of a State, Regional, or qualifying women's basketball tournament[5]

_____
Signature

_____
Date

[1] Maximum of 2
[2] Maximum of 1
[3] Maximum of 1
[4] Maximum of 1
[5] Maximum of 1

(This form may be duplicated.)

VOLLEYBALL STUDY QUESTIONS
1978-79

Revised by the ABO Examinations
and Ratings Committee

PART I

Directions

Indicate the official's decision in the following situations, using the key letters in the space provided in front of each question. There is only one best answer to each question. Assume that no conditions exist other than those stated in the question.

Key: D – Default
L – Legal or play continues
P – Point
R – Repeat the serve
SO – Side-out
TO – Team time-out
W – Warning

Questions

1. The RF on the receiving team inadvertently touches the net outside the tape markers while spiking the ball to the floor of the serving team's court.
2. The LF on Team A, the receiving team, blocks the ball to the floor of Team B's court. The LF then completely crosses over the center line.
3. The RB is standing behind the baseline and is touching the left boundary marker of the service area when the ball is contacted on the serve.
4. In a gym where hanging lights protrude 9 m. (29½') from the floor over the playing area, the receiving team's second hit strikes a light.
5. Team A wins the toss and elects to serve first. On the first side-out, Team B rotates and the player who started in RF becomes the server.
6. A player on the receiving team in one attempt to play the ball makes successive contacts of a hard driven spike. A teammate returns the ball to the floor of the serving team's court.
7. Simultaneous contact occurs between the serving team's spiker and an opposing blocker while the ball is on the spiker's side of the net. The ball lands on the sideline of the serving team's court.

8. A player on Team A, the serving team, holds onto a teammate to keep from hitting the net while playing the ball. The ball lands on the sideline of Team B's court.
9. The CF on the serving team spikes the third hit into the net and at the same time the opposing blocker hits the net.
10. On the serve, the CB of the serving team is positioned nearer the right sideline than the RB.
11. The serving team's LB and LF participate in a block. Only the LF contacts the ball on the block and the ball falls on the sideline of the receiving team's court.
12. Team A has 7 players on the roster. During the 1st game of the match a player is injured and unable to return to the game. On the next play, with Team B serving, a player for Team A is disqualified for unsportsmanlike conduct.
13. The LF on the serving team loses balance while completing a play. The player falls to the floor and lands with both hands partially across the center line.
14. The RF of the serving team reaches across the net to spike the ball before any part of the ball has crossed the net.
15. The CB and LB of Team A, the serving team, contact the ball simultaneously on the first hit. CB then sets the ball to LF who spikes it to the floor of Team B's court.
16. In error the captain of the receiving team requests a third time-out.
17. The RF spiker on the serving team contacts the net on the follow-through and at the same time the opposing blocker completely crosses the center line.
18. A player on the serving team reaches over the net to block a spike. The blocker misses the ball completely and it goes out-of-bounds on the serving team's side.
19. The receiving team consumes 45 seconds during its first time-out for rest.
20. Following a point, the coach of the receiving team requests time-out for substitution. The referee changes the decision from a point to a side-out and, as a result, the coach withdraws the substitution request. The team has used one time-out for rest.

PART II

Directions

Read the question carefully. Select the one item which best answers the question.

21. What is indicated by the symbol 2 in the scorebook?

A. Running score
B. Number of time-outs
C. Second point awarded, no serve
D. Second point was an ace.

22. When the referee raises both arms above the head with the palms forward, what is indicated?
A. Reaching over the net
B. Held ball
C. Illegal blocker
D. Double foul.

23. All substitutes have been used in a game and an injured player is replaced by a substitute on the bench who has been previously in the game twice in another position. When may the injured player return to play?
A. The injured player may not return until the next game.
B. The injured player may return on the next dead ball.
C. The injured player may not return during the match.
D. The injured player may return after the 5 minutes allowed for injury.

24. Before the start of the first game the umpire discovers that Team A, the serving team, is out-of-order. What is the correct procedure?
A. Arrange players correctly; side-out is awarded.
B. Arrange players correctly; no penalty is awarded.
C. Wait until Team A serves; correct the lineup, side-out is awarded.
D. Wait until Team A serves; correct the lineup, award point to Team B.

25. Team A scores 5 points and loses the serve. Team B serves and before the play is completed, the scorer notifies the referee that Team A served out-of-order. What is the correct procedure?
A. Correct the lineup, cancel points, award point to Team B.
B. Correct the lineup, cancel points, Team B continues serving.
C. Correct the lineup, no penalty awarded.
D. Correct the lineup, Team A keeps points, award point to Team B.

26. The coach of Team B is granted a time-out for rest. What is the correct procedure?
A. The players must remain on the court while the coach enters the playing area to confer with them.
B. The players may come to the team bench to confer with the coach.
C. The coach may not enter the court and the players must remain on the court.

D. The coach and players must confer behind the baseline on their side of the court.

27. Which of the following plays at the net is *illegal?*
    A. The opposing CFs contact the ball above the net simultaneously.
    B. On the first hit the ball touches the net outside the antenna.
    C. After a spike the player follows through across the net.
    D. On the first hit for the team the LB passes the ball into the net.
28. How does the referee signal a playover?
    A. Form both hands into fists, thumbs pointing up.
    B. Cross both arms in front of the chest.
    C. Rotate the hands about each other.
    D. No visual signal for playover; verbal signal is given.
29. Which of the following are the correct time allotments for legal interruptions of play?
    A. 1 minute for rest, 2 minutes between games, 5 minutes for injury.
    B. 1 minute for rest, 3 minutes between games, 3 minutes for injury.
    C. 30 seconds for rest, 2 minutes between games, 3 minutes for injury if the player cannot be replaced.
    D. 30 seconds for rest, 3 minutes between games, 5 minutes for injury if the player cannot be replaced.
30. Which serve is *illegal?*
    A. The ball is contacted before the referee signals for the serve.
    B. The ball crosses the net directly above the right antenna.
    C. The server bounces the ball four times and consumes 4 seconds before serving.
    D. The server contacts the ball underhand with an open hand.
31. The CFs of opposing teams contact the ball simultaneously above the net. The ball lands out-of-bounds of the receiver's side of the court. What is the official's decision?
    A. Playover because of simultaneous contact by opponents.
    B. Playover because neither team is responsible for sending the ball out-of-bounds.
    C. Point because the receiving team failed to return the ball.
    D. Side-out because the serving team sent the ball out-of-bounds.
32. To indicate a player has been given a warning, what is the correct signal?
    A. Show yellow card.
    B. Show red card.
    C. Show yellow and red cards together.
    D. No cards are used; verbal signal is given.

33. The CF on Team A partially blocks a spiked ball. The ball rebounds from the CF's hands into Team A's court. Which of the following is a correct statement?
    A. Team A has 2 hits remaining and any player except CF may make the next contact.
    B. Team A has 2 hits remaining and any player may make the next contact.
    C. Team A has 3 hits remaining and any player except CF may make the next contact.
    D. Team A has 3 hits remaining and any player may make the next contact.
34. Team A wants to exchange team benches after every game while Team B wants to keep the same bench throughout the match. What is the correct procedure?
    A. Teams will change benches after each game.
    B. Teams will remain on the same benches throughout the match.
    C. A coin toss will be conducted and the winner will have a choice.
    D. After each game the winning team may choose whether to stay or change.
35. Which of the following is the correct specification?
    A. The net antennas shall be placed at the outer edge of the net markers.
    B. The boundary lines are not included in the court dimensions.
    C. The center line is 10 cm. (4") in width.
    D. The net height at the center of the court is 2.43 m. (7' 11-5/8") for women.

QUESTIONS ON THEORETICAL EXAMINATIONS

Inquiries concerning these study questions or theoretical examination questions should be directed to:

MARY RIDGWAY
Box 19478
UTA Station
University of Texas
Arlington, TX 76019

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ANSWERS AND RULE REFERENCES

Part I

Question	*Answer*	*Rule Reference*
1.	P	*C2, 5
2.	SO	20, 1
3.	L	13,1; C13,3
4.	P	1,1; C1, 1c
5.	L	15,1; C15, 1
6.	P	16, 6
7.	P	17, 4e; C17, 4d
8.	SO	17, 2
9.	P	18, 1; C18, 1; 23, 7
10.	SO	5, 3; C5, 5a, b, c
11.	SO	21, 2; C21, 2
12.	D	5, 2a; C5, 3
13.	SO	20, 1
14.	SO	C19, 2
15.	SO	17, 2
16.	W	12, 6d
17.	R	17, 3; C17, 3
18.	P	17, 4a
19.	TO	C12, 1c
20.	L	C5, 4c(3)

Part II

21.	C	Scoring
22.	C	T of O, Sig. 16
23.	A	5, 2d(2)
24.	B	T of O, Dut. Ump A5 C15, 7
25.	D	5, 4; C5, 6c
26.	C	12, 6b
27.	B	22, 1
28.	A	T of O, Sig. 10
29.	C	12, 6e, f, g
30.	B	13, 1; 13, 3c
31.	D	17, 1
32.	A	T of O, Sig. 23
33.	D	17, 4a, b
34.	A	C1, 7d
35.	A	2, 3

*C-Commentary

SUMMARY OF MAJOR CHANGES FOR PRINCIPLES AND TECHNIQUES OF OFFICIATING VOLLEYBALL 1978-1979

1. Although there are few major changes in the article, there are a number of clarifications that provide for consistency between the rules and principles and techniques.
2. A substitute may not enter the court without recognition of the umpire or referee even if the scorer has recorded the substitution.
3. Only the coach or captain can request a substitution.
4. It is a penalty for delay in substituting after having two timeouts.
5. "Disruptive coaching" from the sidelines is a penalty.
6. The positioning of the umpire was rewritten to incorporate many of the techniques used by internationally rated officials. Although it may be difficult to position oneself in the desired area due to gym facilities and equipment, where facilities allow, it is strongly urged that all officials attempt this new technique.
7. A procedure for establishing ground rules has been provided.
8. "Either hand" of the referee may be on the cable prior to service to discern more easily if the ball hits the net on service.
9. A procedure for handling any rule interpretation protest has been included.
10. A coach can make line-up changes or rearrange players up until the time of contact of the first serve.
11. Prior to the start of a match, the umpire should indicate to the referee the team captains.
12. The umpire should concentrate on play at the net and center line by following the net from the bottom up.

TECHNIQUES OF OFFICIATING VOLLEYBALL*

Revised by the ABO PRINCIPLES AND TECHNIQUES OF OFFICIATING COMMITTEE

The following principles and techniques of officiating volleyball should be observed by all officials.

Note: Sections which have been reworded or clarified are designated by a check (√). Changes in techniques have been indicated by shading.

Introduction

After one year using the international rules and techniques, we have taken a giant step toward helping the U.S. move closer to one set of volleyball rules and techniques for the entire country. The transition is taking place quickly and easily. We must continue toward our goal of having one set of rules.

The international techniques are slightly less penalty-oriented. They allow for preventive officiating in some instances to avoid penalties and warnings instead of penalties in other instances.

The international philosophy of calling ball handling is somewhat different. The serve receive is called much more closely. A ball passed on the forearms with contact above the first six inches is suspect of a double hit. The second play, the "set," is given more latitude in handling because it is the playmaker skill that keeps the rally going. If this skill is called too tightly, there is no rally; there is no game. The rules state only that the ball may not come to "visible rest," nor may it be hit with more than one contact. As long as the "contact" was not illegal, the ball may be played in any manner and from any body position. Poor execution of skill is not necessarily a foul. Learning these judgments is what makes volleyball officiating so difficult.

The referee and umpire will find a much greater need for a close relationship and even more communication during the match. Although the referee will be the controlling official over almost all aspects of the game, the referee must constantly look to the umpire for signals and decisions related to the umpire's responsibilities. How well the two officials work together will have a direct effect on the tone of the match.

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*Our sincere appreciation is extended to C.R. Ignacio, USVBA Region 13, for sharing information from *Power Volleyball Officiating.*

The Art of Officiating

1. Arrive early enough to observe the warm-up period. Observe the skill level of the players. Sharpen your reaction time.
2. Maintain an alert, active and dignified appearance at all times. Avoid activities such as lolling in the bleachers or around the referee's stands, which may detract from the event. Make an effort to meet coaches and captains before the game and maintain a pleasant attitude toward both teams; however, avoid fraternizing that is unnecessary or which may be misinterpreted by the public.
3. Be alert and on top of the game at all times. An illegal hit can occur with all playing techniques. Concentrate on the player's hands or arms as the ball makes contact with the player. Give decisions quickly, accurately and positively.
4. Enforce rules without partiality and with consistency throughout the match. In addition, it is critical to evaluate ball handling at the same level throughout the match.
5. When making calls, it is most important to be effective, consistent and positive. Allow no one to persuade you in order to arrive at a decision. Make your judgment on "what you saw" and not on what you "think" happened. Penalize no one for your mistakes; call for a re-play if necessary. If the call for the infraction is late, let it go (if border-line) or call for a re-play (play-over, Official's mistake).
6. Be quietly efficient. Be firm, pleasant, knowledgeable and courteous. Display a sense of humor appropriate to the situation.
7. Refrain from all unnecessary talk and discussion with team captains, players and/or coaches while on the court. Make your answers to questions (should the occasion arise) concise and to the point.
8. Questions, if any (should only be by captain or coach and only when the ball is not in play), should be pertinent to the play and only when permitted by the referee and umpire.
9. Command respect without being over officious or intimidating.
10. Immediately identify infractions of the rules correctly by hand signal.
11. Learn to distinguish back line players by checking player positions preceding the service and following the play.
12. The execution of the correct official hand signals should be clear, understandable and sustained.
13. Ensure a crisp whistle tone. The whistle should be blown with authority and assuredness at the moment of the infraction, and have variations in tone to denote various meanings; e.g. foul vs. time-out.

14. The voice, when used, should have firmness and be direct and responsive without being intimidating. Refrain from using insulting, abusive or vulgar language to players, coaches, managers or spectators regardless of the provocation offered by them.
15. Accept constructive criticism gracefully.
16. If at any time programs, paper or other debris are thrown onto the court to such an extent that they endanger the players of either team or interfere with the conduct of the game, the referee has the right to stop play and if necessary, order the teams to their dressing rooms while the court is being cleared. While such a decision may be a powerful deterrent to further conduct of that type by the spectators, it is a power that should be exercised with great discretion. In any event, the officials are not scavengers, and it is not part of the official's job to clear the court. Simply withdraw to the side of the court and allow the attendants to clear the court.
17. The referee is the "superior official" of the game and may overrule decisions of other officials when, in the referee's judgment, they have made errors. The referee also decides when the ball is in play, assesses penalties where necessary and makes all decisions on any matters or questions not specifically covered in the rules.

Controlling Play

Refereeing in all sports is difficult, but the refereeing of volleyball, in spite of the referee's fixed position, is one of the most demanding. The volleyball referee is required to keep constant watch over all the space from floor to ceiling, every corner of the court, outside the court, players on the court, substitutes, coaches, team managers, trainers, other personnel sitting on the benches and even the spectators.

As the game progresses, there is constant change. No play is the same, which is why the referee must be constantly observing and ascertaining each situation as it takes place. Consideration must be made as to what the position is and in what form and at what timing the play was made. Thus, any authoritative opinion in a volleyball game must rely on the subjective judgment of the referee. It is the referee's responsibility, and the referee's alone.

Key plays that the referee must observe very closely are the following:

a. Basic direction of the ball – the source
b. Starting position of players
c. Smooth shift of position relative to playing ball
d. Ball handling – tolerance (basic)
e. Serve reception

f. Setting (relay play)
g. The course of a spiked ball
h. Net play (touch, illegal block, illegal hit [spike], etc.)
i. Blocking and subsequent play (initial take-off and landing)
j. Unsportsmanlike conduct (any – direct or indirect)

The most important characteristics a referee must possess are leadership and dignity. It is the responsibility of the referee to help each player demonstrate full potential and strengths within the limits of the rules, and not to act as a deprecator concentrating only upon the faults of a player. Referees must realize that they, too, make errors, and must not allow this factor to cause them to become indecisive. The greatest frailty a referee can display is a self-condemned attitude resulting in feeble whistles and/or indecisive hand signals, which cause all concerned to feel uneasy about the call.

Play begins and ends with an official's whistle. A rally is finished by either the referee's or umpire's whistle. The referee must also whistle when the ball touches the ground and/or obstructions, etc. The whistle should be kept in the official's mouth during play, but should be removed if speaking.

Arm signals should interpret the events of the game and should be held long enough for players, coaches, scorers, timers, line judges and spectators to see. The official should blow the whistle to end each play, give the correct official hand signal with the hand toward the team making the error, and signal point or side-out.

In some instances it may be necessary for the referee to visually indicate the offending team or player.

The official should blow the whistle and give official hand signal indicated in the following situations:

1. *Illegal serve*
   a. When the ball is not given immediate impetus upon contact. (Give held ball signal.)
   b. When the ball contacts the net. (Signal net foul.)
   c. When the ball touches an antenna or does not pass over the net completely between the antennae or their indefinite extensions. (Signal out-of-bounds.)
   d. When the ball strikes the floor outside the playing court. (Signal out-of-bounds.)
   e. When the ball strikes an object over the playing area. (Signal out-of-bounds.)
   f. When the server fails to be behind the endline and within the 10-foot service area at the time of contact on the serve. (Signal line foul.)
   g. When the server fails to toss the ball from the holding hand. (Signal ball not released or thrown at time of service.)

2. *Illegal play of the ball*
   a. When the ball is not returned within the opponents' court. (Signal out-of-bounds.)
   b. When the ball is not returned completely between the net antennae or their indefinite extensions. (Signal out-of-bounds and point to antenna.)
   c. When the ball is not contacted with a legal hit. (Give held ball signal.)
   √d. When the ball is played more than once (consecutive hits) by any one player except as provided for in the rules on blocking. (Signal two hits.)
   e. When the ball is contacted by a fourth player. (Signal four hits.)
   f. When the ball is contacted by any part of the body below the waist. (Signal contact below the waist.)
   g. When the ball is contacted by one player while supported by another player or object. (No visual signal.)
   √h. When the ball is caught or touched by a player, either on or off the court, before it touches the floor or other out-of-bounds object. (Signal touch on ball.)

3. *Illegal play at net*
   a. When the ball is held or pushed against the net. (Give held ball signal.)
   b. When the net or an antenna is touched by any part of the body. No foul shall be called if the ball is driven into the net with such force that the net contacts a player on the opposing team. (Signal net foul.)
   c. When the player reaches over the net to play the ball in an illegal manner. (Signal over the net.)
   d. When the player reaches under the net in an illegal manner. (Signal line foul.)
   e. When there is a center line foul. (Signal line foul.)

4. *Ball played from an illegal position*
   a. When any player fails to be in correct position during contact at the serve. (Signal player out of position.)
   b. When a back line player blocks or spikes from a position which is not clearly behind the 10-foot line or its imaginary extension. (Signal illegal blocker or spiker.)
   c. When a back line player plays the ball over the net from a position which is not clearly behind the 10-foot line or its imaginary extension at a height greater than the top of the net. (Signal illegal spiker.)

5. *Player enters game illegally.* (No visual signal.)
   a. When a player fails to follow correct substitution procedure.
   b. When player enters the game for the fourth time.
   c. When a player enters the game and becomes the thirteenth substitute for that team in that game.
   d. When player re-enters game after being disqualified.
   e. When a substitute enters the court without recognition of the umpire or referee.

6. *Game delayed*
   a. When more than approximately five seconds are taken to serve the ball after the signal to begin service has been given. (Signal 5 seconds.)
   b. When a team takes more than the two allotted time-out periods.
   c. When a team fails to be ready to play at the beginning of each game. (Signal time-out to the team not ready.)
   d. When a team fails to substitute immediately when an injury occurs unless there is no legal substitute available for an injured player. (No signal unless a team must take a time-out; then signal time-out.)
   e. When any act is done in a manner to deliberately delay the game. (No signal unless team must take a time out; then time-out signal.)

7. *Repeating play.* (Signal replay.)
   a. When players on opposing sides commit a foul simultaneously.
   b. When a player serves before the referee signals for readiness to play prior to each serve.
   c. When the official sounds the whistle by mistake or there is outside interference in the play action.
   d. When the ball strikes the ceiling or apparatus less than 23 feet in height above the playing area or when it strikes an obstruction or wall within 6 feet of the sides of the court.

8. *Time-out*
   a. When a coach or team captain requests time-out. (Signal time-out.)
   b. When the scorer notifies the official. (Point to self.)
   c. When an injury occurs. (Point to self.)
   d. When any unforeseen problem occurs. (Point to self.)
   e. When a coach or captain requests a substitution, the official should signal "substitution." (Signal substitution.)

9. *Warning.* (Show yellow card.)
   a. **Committing a minor breach of conduct or delay.**
   b. **Making a wrong position entry, entering a player for a fourth time or making a 13th substitution.**
   c. Asking for a third time-out.
10. *Penalty after warning.* (Show red card.)
   a. For repetition of an act for which a player, coach or team has received a warning.
   b. For a serious unsportsmanlike action even if no warning has been given.
   c. **For delay in substitutions after having two time-outs.**
   d. **For *disruptive* coaching from the sidelines.**
11. *Disqualification.* (Show yellow and red cards together.)
   a. When there is a major breach of conduct which the referee will not tolerate.
   b. When there is a repetition of a serious unsportsmanlike action.

Position of Officials

√ The referee should be stationed at one end of the net in a position that will give an equally clear view of both courts. This position allows the referee's head to be approximately 50cm. (20") above the top of the net. Location and height are important; proper position allows the official to follow the play closely on both sides of the net.

The umpire should be stationed at floor level in line with and approximately 3' back from the post. The umpire's movement down the sideline and away from the post should be curtailed. The umpire's head should move from one side of the post to the other when looking for net play on the blockers' side of the net as the ball moves from one side of the net to the other. This positioning increases the umpire's peripheral vision and consequently more opportunity for seeing net play and center line fouls. The umpire should be in the best possible position to see everything and yet not be in the way of play.

Uniform and Equipment

1. The official should keep a whistle on a cord around the neck.
2. The official should have the warning and penalty cards at hand.
3. The official should wear the official uniform, a navy blue and white striped tailored shirt or a navy blue and white striped jersey, navy blue dress slacks, white shoes, and completely white socks.

Definitions of Skills and Fouls

Skills

1. *Block:* a defensive play in which player(s) place hand(s) above or over the net in an attempt to interfere with the flight of the ball which is being returned by the opponents.
2. *Dink:* a fake spike. An attempt to deceive the defensive team by lightly tipping or placing the ball into an open area of the court using a one-handed (open or closed) action.

   NOTE: In order to make this play effective, the length of contact with the ball must be enough t- allow control of the ball but still not so long that the ball is carried or thrown. Tolerance in judgment of this type of play is generally acceptable.
3. *Passing:* generally the first play by a team relaying the ball to its setter.
4. *Setting:* generally the second play by a team relaying the ball to its spiker.
5. *Spike:* a legally played ball (other than a serve) which is hit forcibly from a height greater than the top of the net.

Fouls

1. *Double hits*
   a. Setting: The hands hit the ball unevenly. The ball is seen to wobble or bounce in the hands.
   b. Passing: The arms are seen to hit the ball with two distinct contacts.
2. *Mishandled ball*
   a. Setting: The hands are seen to hold, carry, lift or push the ball with extended contact.
   b. Passing: The ball is seen to stick or have prolonged contact with the arm(s) or arm(s) and chest.
   c. Dinking: The ball is seen to be thrown or carried with prolonged contact in an attempt to change direction. NOTE: Tolerance should be allowed with this skill in order for it to be effective. The length of contact should be similar to that allowed on the set.
   d. Spiking: Catching or throwing the ball with prolonged contact. Be cautious of calling too tightly the slightly longer, but legal, contact of the off-speed spike.

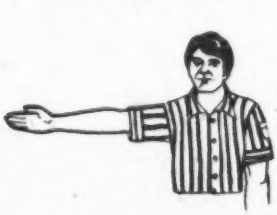
Official Hand Signals

Note: All signals which are made with one hand should be made with the hand on the side of the team which makes the error or makes the request. After the signal is made, the referee should

point to the player who has committed the fault or to the team which has made the request.

1. *Point.* Raise the hand toward the serving team with the index finger extended upward to indicate one point. For the team on the referee's right, use the right hand; for the team on the left, use the left hand.

2. *Side-out or change of service.* Move the arm on the side of the team whose serve it will be in the direction of that team.



3. *Time-out(s).* After blowing whistle, use following signals:
   a. *Substitution.* Rotate the hands about each other one complete revolution.
   b. *Time-out for rest.* Place the palm of one hand horizontally over the other hand, held in a vertical position, forming the letter "T". Follow by pointing the open hand toward the team requesting the time out.
   c. *Time-out, official,* Point toward self with either hand.

Time-out
substitution

Time-out,
rest

4. *Ball contacted more than three times.* Raise forearm vertically with four fingers extended.

5. *More than one consecutive hit.* Raise forearm vertically with two fingers extended.

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6. *Line foul.* Point toward line, and indicate the player who committed the fault.

7. *Net foul.* Using the signal hand, touch the net near the top of the side nearer the offending team, and indicate the offending player.

8. *Reaching over the net.* Place the hand, palm down, over the top of the net. Simulate the action of reaching over the net. Point to the player who committed the fault.

9. *Held ball.* Slowly lift one hand, palm facing upward.

10. *Play over.* Form both hands into fists, thumbs pointing up.

11. *Ball landing out-of-bounds.* Raise both hands, palms up over the shoulder to indicate *out.*

12. *Ball landing good or play ceases without a foul.* Point signal hand down, finger extended, to indicate *in.*

13. *Touches on balls landing out-of-bounds.* Brush palm of one hand horizontally over fingertips of other hand which is held vertically.

14. *Out-of-position.* Make a circular motion with one hand and indicate the player or players who have committed the foul with the other hand.

15. *Begin service.* Simultaneous with whistle, use signal hand to beckon the Right Back with a sweeping motion. Place one hand on the net cable.

16. *Illegal blocker.* (Player from back row taking part in the block which made contact with ball.) Raise both arms above the head, palms forward. Point to the player committing the fault.

17. *Illegal spiker.* (Back line player hits ball to opponents' side from within attack area and from above the height of the net.) Make a downward motion with the forearm and point to the player committing the fault.

18. *Delay in serving.* Raise five fingers in a vertical position.

19. *Ball not released or thrown at time of service.* Lift the signalling arm in an extended position with the palm of the hand facing upward.

20. *Ball contacted below the waist.* Point to the player who committed the fault with one hand and motion with the other hand from the waist downward.

21. *Ball touching object.* Point to the player or object touched by the ball.

22. *End of game.* Cross the forearms in front of the chest.

23. *Warning.* Show a yellow colored card.

24. *Penalty.* Show a red colored card.

√25. *Disqualification.* Show both the red and yellow cards. Call the captain of the offending team and advise the captain whether the exclusion is for one or more games or for the entire match.

Preliminaries for the Game

1. Arrive at the game 30 minutes before the scheduled starting time.
2. Introduce yourself to those who are in charge of the game.
3. Inquire about or establish local ground rules if necessary. When fixtures or obstructions intrude upon the minimum requirements of 7m. (23') clearance above the playing surface, local ground rules may be established allowing a ball other than a serve to strike such obstruction and still be in play by the offending team as though the ball had not touched such obstructions. No such rebounding ball may legally strike above the opponent's side of the net nor may it legally fall to the oppo-

nent's playing area. In some situations it may be necessary for the referee to make decisions as to what will be considered legal and so inform the captains of the two teams before play begins. Where the ceiling itself is not the proper clearance above the court surface, it may be included as an obstruction. If competing teams cannot agree on local ground rules, the referee's established ground rules will be final.

4. If both officials have equal ratings and there is no specific assignment, determine which official shall referee the match.
5. If one official has a higher rating, that official shall serve as the referee for the match; the official with the lower rating shall umpire.
6. Check the playing area to see that the net is the proper height and that it is as taut as possible throughout its length.
7. Inspect the ball to see that it is a spherical molded leather ball, uniform in color, and is properly inflated. (A rubber-cased ball is acceptable outdoors.)
8. Check that both teams are in proper uniforms (numbers, likeness of uniform and color.)
9. Meet with the captains and/or coaches to determine who will be the official scorer.
10. Make sure that the scorer is located opposite the referee. See that there is a scoreboard visible to teams and spectators and that someone is assigned to its operation.
11. Make sure team benches are opposite the referee and are at least 2 m. (6' 6") from court boundaries.
12. At least 15 minutes before the start of the match, meet with and introduce the captains. Toss a coin to determine choice of court and first serve. The winner of the toss has the first choice. Discuss and direct the type of warm-up period desired by the teams.
13. Give team members an opportunity to ask questions on rule interpretations, local boundaries, ground rules and other matters before the game is started.

    Encourage honor calls. Players should be encouraged to call their own fouls, particularly on close net plays and in cases involving difficult decisions. However, the official is encouraged to make decisions on honor calls and to overrule if the player's decision is incorrect.
14. Meet with the scorer and line judges to review their duties and how the entire team of officials will work together.
15. The umpire is given instructions by the referee prior to the match and shall assist in any way as requested in addition to performing the specific duties stipulated in the *Guide* for the umpire. Discuss specifically the responsibilities for situations

involving net play (clarifying whether or not the referee wants assistance in calling the top of the net), center line fouls, touches on blocks, etc. Share any known information regarding patterns of serve reception, plays, etc. peculiar to the teams involved. The umpire is also expected to assist in identifying ball handling errors where play is not completely visible to the referee by signaling the referee. The umpire does not, however, blow the whistle on the infraction. The referee is the superior official of the game, which is of utmost importance when a difference of opinion arises. The opinion of the umpire may be given; the referee, however, has the final decision.

Duties of the Referee

A. *Before the match.* Conduct the preliminaries for the match.

B. *During play*

1. Before the whistle is blown for the first service, the referee should
   a. whistle and signal to the teams to line up on the endlines;
   b. whistle and signal for teams to line up on the court for line up check (serving order);
   c. wait until the umpire has checked the initial rotational orders, and
   d. check that both teams are ready to play.

2. The referee blows the whistle when both teams are ready for play and the server is in possession of the ball in the serving area. During the service the referee's attention should be directed to the following points:
   a. Before blowing the whistle the referee should check the basic formation (readiness) of the receiving team.
   b. [illegible]
   c. When the referee blows the whistle signaling readiness to play, the server shall not delay but shall then immediately initiate the service. The usually allotted time for the server to put the ball in play is about five (5) seconds to avoid penalty for delaying the game.
   √d. If server is prepared to serve but may have been distracted and the ball is allowed to drop to the floor, another 5 seconds may be allotted legally. If there is evidence that the server's delay is "intentional" in order to observe the movements of the receiving team, or possibly gain "rest time," a "warning" is issued. This

privilege may not be abused. Team penalty of "loss of serve" may be assessed a team when repeated.

e. If server is prepared to serve and whistle has been blown but it becomes known there is a wrong server, the new server may be allowed five (5) seconds providing there is no evidence of unnecessary delay on the part of the serving team. Again, as in "d" above, this privilege may not be abused.

3. The referee may call time-out and time-out for substitution. For a substitution, instruct the player leaving the court to wait at the sideline with hand raised until the scorer can record the number. As the substitute enters the court, the outgoing player exits at the sideline.

4. The referee must work as a team with the other officials (umpire, scorer and line judges). *They must be allowed to do their own work.* For example:
   a. After whistling for the end of a rally, the referee should immediately look at the other officials. When deciding whether a ball was in or out, look immediately at the line judge concerned if there is any doubt. During the match, the referee should frequently look at the umpire, who is positioned opposite and facing the referee, to see whether the umpire is signaling to her/him (e.g., four touches, consecutive touches by the same player, etc.).
   b. The decision whether or not a ball that went out did or did not touch the block *is made by the referee, the umpire and the line judges.*

5. The referee shall make decisions on infractions of the rules from the time the game begins until the scorebook is signed. The decisions shall relate to acts on or off the court during playing time, time-out or between games.

6. The referee must make decisions on points not specifically covered in the rules.

7. The referee is to carry out all responsibilities as official in charge of the match. Only the referee may speak to the players, coaches and team officials through their captains. The umpire may not speak to the players, coaches or team officials, and may not award penalties. The same is true of the scorer and the line judges.

8. The referee must make the final decision in case of opposing calls by officials. The referee may change her/his own decision or that of any of the other officials. For example:

if a decision has been made and whistled, and then it is seen that the umpire has made an opposite decision, the referee may

a. if convinced of the accuracy of the original call, repeat that signal;
b. if convinced the original decision was inaccurate, change the decision and give the appropriate signal;
c. if it is determined that a fault was committed simultaneously by each team, signal for a play over;
d. if the umpire's decision is deemed incorrect, (e.g., if the umpire whistled for an "out of position" fault when the referee saw that the position was correct), not accept the umpire's decision and signal for a play over.

9. If the referee sees that one of the other officials does not know the job or is not acting objectively, the referee must remove the official concerned and appoint another.

10. Before the deciding game of a match (third game in best of 5, fifth game best of 5), the referee should toss or direct the umpire to toss a coin to determine serve and side for the final game. Play must not be interrupted for longer than five minutes.

11. Handling any rule interpretation protest during the match.
    a. It is recommended that each competitive conference or league, or two opponents establish the procedure to follow in the event of a protest pertaining to interpretation of rules. It is strongly recommended that every effort be made to settle the dispute before resuming play of the protested game or certainly before the playing of any subsequent games of the match.

       Suggestions for procedure are:

       1) Stop the game at the time of the protest. The referee, umpire, coaches and captains shall consult the rule book for the correct decision. If there is no rule to cover the situation, the referee has the power to make the final decision (Rule 8). After the decision has been made, the game/match continues to conclusion.
       2) The referee immediately writes down the facts of the protest and the captains sign. The game continues to conclusion and then the referee, umpire, coaches and captains consult the rule book for the correct decision. If the decision that was made was incorrect, replay that game from the point of the

protest to the unit and then continue the match to conclusion.

b. When a question pertaining to interpretation of the rules has not been settled satisfactorily by the court-side conference but is to be carried to a higher authority for decision, the exact details of the game situation, including all players and their positions at the time of the protest, with a clear description of the situation in question, shall be put into writing immediately and signed by the referee and captains. The game/match shall proceed as directed by the referee. At the end of the match, the protesting team shall make a full report to its governing body or the NAGWS rules interpreter for a final decision. If the protest is judged by the governing body or NAGWS rules interpreter to be valid, begin the protested game again from the point of the protest and replay the remainder of the match to conclusion. The decision to replay a valid protest would ultimately rest with the two opposing teams and their governing body.

c. Under tournament situations, there should be a protest committee or interpreter who shall make final decisions on protests pertaining to rule interpretation. Play should be suspended until a decision has been made on the protest by this committee or interpreter. This decision will be final.

C. *After the Match.* Sign the scoresheet.

Duties of the Umpire

A. *Before the Match*

1. The umpire should arrive at least half an hour before the match and meet the referee. If the referee has not arrived, the umpire should begin the pre-match procedures. If the referee does not arrive, the umpire should conduct the match.
2. The umpire checks the ball and becomes personally responsible to the organizers for the game balls.
3. The umpire times the official warm-up period before the match.
4. The umpire obtains the lineup sheets from the coaches and makes sure that they are properly filled and duly authenticated. If a coach has turned in a lineup and finds it necessary to make changes or rearrange players, that coach may do so up until the time of contact of the first serve without

penalty. If a coach fails to submit the lineup during the intermission period, the umpire notifies the referee and a time-out will be charged the team and the coach required to submit a lineup.

5. When the whistle is blown by the referee for the teams to go on the court, the umpire and the scorer must check that the players are in their correct positions as noted in the lineup sheet and the scoresheet. After this time the scorer is responsible for the correct serving order.
6. After making this check, the umpire should indicate to the referee the team captain and give the ball to the serving team.
7. The umpire should stand and be in a position near the post opposite the referee.

B. *During the Match*

1. The umpire should stand approximately 3' behind the post. As the ball passes from side to side, the eyes of the umpire should be moving to the blocker's side of the net. By standing behind the post, the umpire is better able to see both center line and net fouls due to the increased peripheral vision. The umpire should be in the best possible position to see everything and yet not be in the way of play.
2. The umpire must watch the receiving team for players out of position at the time of service. Only penalize when there is a positive advantage to be gained by the overlapping players. When whistling an "out of position" fault of the team receiving service, the umpire must indicate the reason for the whistle by pointing out the player(s) at fault.
3. Concentrate on play at the net and center line by following the net from the bottom up. On net play, concentrate on the blockers for net fouls.
4. Blow the whistle, if necessary to stop play and signal the decision for any fault except one of ball handling. If a ball handling fault is not seen by the referee, the umpire may discreetly signal it but the referee is the only official who can whistle the foul.
5. Assist referee in identifying back line players playing illegally at the net.
6. Repeat referee's arm signals for point and side-out.
7. Call time-out for substitutions. When a player is substituted, the umpire should check that:
   a. the substitute is standing ready to go in.
   b. the substituted player walks off the court with a hand raised toward the incoming substitute who is standing

at the sideline between the attack line and the center line.

c. the scorer has recorded the substitution correctly. When allowing a substitution, the umpire should signal instantly to the referee if the substitution is not made immediately.

√ 8. The umpire may allow a time-out only *if the ball is dead,* and is responsible for the official time of time-outs. Whenever a time-out is requested, the umpire takes possession of the ball and signals to the referee the number of time-outs already charged to each team, and then tells the captain and coach of each team the number of time-outs they have had.

9. The umpire signals any contact of the ball with the net antenna or any time the ball passes over or outside the antenna.

10. The umpire supervises the conduct of coaches and substitutes on the bench and notifies the referee if there is any breach of the rules. (Referee gives penalty.)

11. During time-outs the umpire shall ask the scorer if the score is correct.

12. The umpire must ask for the lineup tickets for the following game as soon as a game has finished, and must insure that the two-minute interval between games is not prolonged.

Duties of the Scorer

A. *Before the Match*

1. The scorer secures from the coaches the team rosters and the starting lineup (usually during the first "5 minute block" of the split warm-up).

√2. If the teams have been summoned to the court and the scorer does not have the lineups of both teams, the referee should be notified immediately.

√3. After the teams have been summoned to the court for the lineup check, the scorer shall check that the players are in their correct order.

B. *During the Match*

√1. At each request for a time-out, the scorer shall indicate to the referee and umpire and announce the number of time-outs used by each team.

√2. During the match the scorer should check that, at each rotation, the server is the player whose number appears on the scoresheet. If the serving team is about to serve out of rota-

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tion, the scorer should blow a whistle and advise the team of correct serving order so that no fault is committed. If the scorer forgets to check proper serving order, and the wrong server contacts the ball, the serving team will be penalized (should there in fact be an error).

3. The scorer signals the change of sides when the leading team has eight points in the deciding game.
4. The scorer signals the referee and disallows any illegal substitution, even if it has already been recorded.
5. The scorer may draw attention to the fact that there is a mistake with either a whistle or the horn.

√C. *End of Match*

The scorer signs the scoresheet and secures the referee's signature.

Duties of Line Judges

1. When there are two line judges, they should be placed at the LB corners and each should watch the nearest sideline and endline.
2. Each shall have a flag with which to signal.
3. The line judges shall:
   a. Assist the referee in calling balls landing near the lines, or passing over the net and touching, passing over, or passing outside the net antenna.
   b. Assist the referee in making decisions related to foot faults in serving.
4. The referee can request the line judges to indicate with the flag when a ball, which is "out," was contacted on the receiving team's side. This practice is recommended when experienced line judges are used and/or extensive blocking by the teams is likely to occur.

√5. The following techniques are to be used by the line judges:

Ball Contacted By A Player

Ball Out

Ball In

Serving
Error

Outside
The Antenna

COURT/GAME PROTOCOL

The following are the standard procedures used in all official volleyball competitions:

At the Start of Match

A. Well ahead of the start of the match (15 minutes before game time), referee calls team captains together for the "toss of the coin" for choice of service or playing area. If the teams wish to do part of their pre-game warmup with *only* their own team on the court, whoever elects to serve first would have to take the first 5 minutes of the official "warm-up" period. The other team waits and takes its turn immediately after the first 5 minutes is over. Each team's serving practice may be included in its 5 minutes or the referee may direct that there be two minutes of serving by both teams concurrently at the completion of the two 5-minute warm-up periods. (Lineup sheets are normally handed by the umpire to the coaches during the first 5-minute warm-up period and are picked up shortly thereafter for official recording by the official scorer before the match begins.

B. At the conclusion of the authorized official "warm-up" period, the referee or umpire blows the whistle and asks all players to cease warming up and leave the court.

C. The referee and other officials assume their respective positions.

D. The referee signals with the whistle and a motion of the hand for the teams (six starting players of each team) to line up at the endlines of their respective playing areas.

E. When the teams are ready, facing each other, a signal with the whistle and a hand motion is given both teams to take up their respective positions on the court. At this point, official lineups of both teams are checked by the scorer assisted by the umpire. **(Before the start of a game, a coach can make changes in the lineup sheet up until the ball is contacted for service.)**

F. As soon as players of both teams are ready, the whistle is blown and a visual signal is given for the serving team to commence play.

End of Game and Start of Next Game

G. Immediately following the blowing of the whistle indicating end of game, players should line up at the end line.

H. As soon as both teams are ready, the referee signals with whistle and hand motion to the teams to change sides. Team captains lead their players in a single line, counterclockwise

around the court (running) to the opposite side, lining up at the end line, facing the net.

I. When all players are in their positions, the referee signals with whistle and motion of the hand a dismissal between games. Players may now gather at the side line and speak with their coach for the duration of the intermission. The intermission begins when the umpire sees that the 15th point is recorded. When matches favor the best three out of five game decision, there shall be a 5-minute intermission before the fifth game.

J. When the time of the intermission (authorized rest period between games) is up, the referee signals the players to return to the end line for the start of the next game.

Change of Sides in Deciding 3rd or 5th Game of the Match

K. Follow the same procedure in "Changing Sides Between Games," except that play resumes immediately as soon as teams have changed sides. No change shall be made in the players' relative positions or the alternation or rotation of the service because of this change of playing areas.

End of Match

L. Following the blowing of the whistle by the referee indicating "end of match," referee signals teams to position themselves at the endlines.

M. As soon as all players are in this position, referee blows the whistle and motions (use both hands) both teams to move toward the net where they meet and shake hands. Now the officials may leave their positions with the exception of the referee who should immediately check with the scorer for a check and authentication of the scoresheet.

N. The referee and umpire may then leave the playing area for the officials' room immediately after the scoresheet is authenticated. (Neither the referee nor the umpire should entertain any discussion about the match after the match is over—it is unethical and completely unnecessary.

QUESTIONS ON TECHNIQUES

Inquiries regarding officiating techniques in volleyball should be directed to:

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University of New Haven
300 Orange Avenue
West Haven, CT 06516

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